

[CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

Unique solved — xuanquang1999

Links: [problem \(problemset\)](#), [Tutorial](#), [submission \(first AC\)](#).

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 1,824

1.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,006 global accepts · Rating: 800 · first AC: 2023-10-06 · Go (first AC) · Tags: greedy, implementation, two pointers

[xuanquang1999's solution](#)

2.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,710 global accepts · Rating: 800 · first AC: 2015-04-16 · last AC: 2023-10-06 · GNU C++ (first AC) · Tags: brute force, math

[xuanquang1999's solution](#)

3.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[xuanquang1999's solution](#)

4.

1712B

[Woeful Permutation](#) · [Tutorial](#)

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[xuanquang1999's solution](#)

5.

1712A

[Wonderful Permutation](#) · [Tutorial](#)

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[xuanquang1999's solution](#)

6.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[xuanquang1999's solution](#)

7.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,187 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[xuanquang1999's solution](#)

8.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[xuanquang1999's solution](#)

9.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,791 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[xuanquang1999's solution](#)

10.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[xuanquang1999's solution](#)

11.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[xuanquang1999's solution](#)

12.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[xuanquang1999's solution](#)

13.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xuanquang1999's solution](#)

14.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[xuanquang1999's solution](#)

15.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[xuanquang1999's solution](#)

16.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,645 global accepts · Rating: 800 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[xuanquang1999's solution](#)

17.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[xuanquang1999's solution](#)

18.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[xuanquang1999's solution](#)

19.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,176 global accepts · Rating: 800 · first AC: 2015-05-22 · last AC: 2018-07-01 · FPC (first AC) · Tags: brute force, implementation, math
[xuanquang1999's solution](#)

20.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,509 global accepts · Rating: 800 · first AC: 2015-05-25 · last AC: 2018-07-01 · FPC (first AC) · Tags: implementation, strings
[xuanquang1999's solution](#)

21.

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,326 global accepts · Rating: 800 · first AC: 2018-06-21 · Java 8 (first AC) · Tags: brute force, implementation
[xuanquang1999's solution](#)

22.

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,202 global accepts · Rating: 800 · first AC: 2016-10-16 · last AC: 2018-06-19 · GNU C++ (first AC) · Tags: implementation, strings
[xuanquang1999's solution](#)

23.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,316 global accepts · Rating: 800 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[xuanquang1999's solution](#)

24.

551A

[GukiZ and Contest](#) · [Tutorial](#)

Quality: 17,859 global accepts · Rating: 800 · first AC: 2015-06-12 · last AC: 2018-06-12 · GNU C++ (first AC) · Tags: brute force, implementation, sortings
[xuanquang1999's solution](#)

25.

169A

[Chores](#) · [Tutorial](#)

Quality: 8,179 global accepts · Rating: 800 · first AC: 2018-06-12 · Java 8 (first AC) · Tags: sortings
[xuanquang1999's solution](#)

26.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,794 global accepts · Rating: 800 · first AC: 2018-06-11 · Java 8 (first AC) · Tags: greedy, implementation, two pointers
[xuanquang1999's solution](#)

27.

676A

[Nicholas and Permutation](#) · [Tutorial](#)

Quality: 14,699 global accepts · Rating: 800 · first AC: 2016-05-25 · last AC: 2018-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[xuanquang1999's solution](#)

28.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 800 · first AC: 2018-06-09 · Java 8 (first AC) · Tags: implementation
[xuanquang1999's solution](#)

29.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,564 global accepts · Rating: 800 · first AC: 2017-10-11 · last AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xuanquang1999's solution](#)

30.

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[xuanquang1999's solution](#)

31.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[xuanquang1999's solution](#)

32.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,975 global accepts · Rating: 800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math
[xuanquang1999's solution](#)

33.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,158 global accepts · Rating: 800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[xuanquang1999's solution](#)

34.

932A

[Palindromic Supersequence](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[xuanquang1999's solution](#)

35.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[xuanquang1999's solution](#)

36.

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,125 global accepts · Rating: 800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[xuanquang1999's solution](#)

37.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,096 global accepts · Rating: 800 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[xuanquang1999's solution](#)

38.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[xuanquang1999's solution](#)

39.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,090 global accepts · Rating: 800 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xuanquang1999's solution](#)

40.

112A

[Petya and Strings](#) · [Tutorial](#)

Quality: 287,212 global accepts · Rating: 800 · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[xuanquang1999's solution](#)

41.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 270,949 global accepts · Rating: 800 · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[xuanquang1999's solution](#)

- 42.**
59A
[Word](#) · [Tutorial](#)
Quality: 227,895 global accepts · Rating: 800 · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[xuanquang1999's solution](#)
- 43.**
50A
[Domino piling](#) · [Tutorial](#)
Quality: 318,661 global accepts · Rating: 800 · first AC: 2015-04-16 · last AC: 2017-10-18 · GNU C++ (first AC) · Tags: greedy, math
[xuanquang1999's solution](#)
- 44.**
867A
[Between the Offices](#) · [Tutorial](#)
Quality: 20,630 global accepts · Rating: 800 · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xuanquang1999's solution](#)
- 45.**
344A
[Magnets](#) · [Tutorial](#)
Quality: 153,317 global accepts · Rating: 800 · first AC: 2015-06-20 · last AC: 2017-10-11 · FPC (first AC) · Tags: implementation
[xuanquang1999's solution](#)
- 46.**
231A
[Team](#) · [Tutorial](#)
Quality: 430,189 global accepts · Rating: 800 · first AC: 2015-03-12 · last AC: 2017-10-11 · GNU C++ (first AC) · Tags: brute force, greedy
[xuanquang1999's solution](#)
- 47.**
855A
[Tom Riddle's Diary](#) · [Tutorial](#)
Quality: 27,336 global accepts · Rating: 800 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[xuanquang1999's solution](#)
- 48.**
802G1
[Fake News \(easy\)](#) · [Tutorial](#)
Quality: 8,139 global accepts · Rating: 800 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: implementation, strings
[xuanquang1999's solution](#)
- 49.**
811A
[Vladik and Courtesy](#) · [Tutorial](#)
Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · GNU C++ (first AC) · Tags: brute force, implementation
[xuanquang1999's solution](#)
- 50.**
796A
[Buying A House](#) · [Tutorial](#)
Quality: 13,815 global accepts · Rating: 800 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[xuanquang1999's solution](#)
- 51.**
785A
[Anton and Polyhedrons](#) · [Tutorial](#)
Quality: 110,939 global accepts · Rating: 800 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[xuanquang1999's solution](#)
- 52.**
782A
[Andryusha and Socks](#) · [Tutorial](#)
Rating: 800 · first AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xuanquang1999's solution](#)

53.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 800 · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[xuanquang1999's solution](#)

54.

760A

[Petr and a calendar](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 800 · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[xuanquang1999's solution](#)

55.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,300 global accepts · Rating: 800 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[xuanquang1999's solution](#)

56.

750A

[New Year and Hurry](#) · [Tutorial](#)

Quality: 92,548 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math
[xuanquang1999's solution](#)

57.

752A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Rating: 800 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[xuanquang1999's solution](#)

58.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,081 global accepts · Rating: 800 · first AC: 2016-12-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory
[xuanquang1999's solution](#)

59.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[xuanquang1999's solution](#)

60.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 800 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[xuanquang1999's solution](#)

61.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,930 global accepts · Rating: 800 · first AC: 2016-11-16 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
[xuanquang1999's solution](#)

62.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,499 global accepts · Rating: 800 · first AC: 2016-11-16 · GNU C++11 (first AC) · Tags: implementation, strings
[xuanquang1999's solution](#)

63.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,828 global accepts · Rating: 800 · first AC: 2016-10-17 · GNU C++ (first AC) · Tags: brute force, constructive algorithms,

implementation, math

[xuanquang1999's solution](#)

64.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,705 global accepts · Rating: 800 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: implementation, math, sortings

[xuanquang1999's solution](#)

65.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-09-30 · GNU C++ (first AC) · Tags: implementation

[xuanquang1999's solution](#)

66.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-08-29 · GNU C++ (first AC) · Tags: brute force, implementation

[xuanquang1999's solution](#)

67.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,786 global accepts · Rating: 800 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: implementation

[xuanquang1999's solution](#)

68.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,063 global accepts · Rating: 800 · first AC: 2016-08-08 · GNU C++ (first AC) · Tags: implementation

[xuanquang1999's solution](#)

69.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,577 global accepts · Rating: 800 · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: implementation

[xuanquang1999's solution](#)

70.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: implementation

[xuanquang1999's solution](#)

71.

669A

[Little Artem and Presents](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 800 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: math

[xuanquang1999's solution](#)

72.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 800 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: math, number theory

[xuanquang1999's solution](#)

73.

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-20 · GNU C++ (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[xuanquang1999's solution](#)

74.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,498 global accepts · Rating: 800 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: number theory

[xuanquang1999's solution](#)

75.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: math

[xuanquang1999's solution](#)

76.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-30 · GNU C++ (first AC) · Tags: implementation

[xuanquang1999's solution](#)

77.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,098 global accepts · Rating: 800 · first AC: 2016-01-23 · GNU C++ (first AC) · Tags: math

[xuanquang1999's solution](#)

78.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 800 · first AC: 2016-01-22 · FPC (first AC) · Tags: implementation, math

[xuanquang1999's solution](#)

79.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 70,992 global accepts · Rating: 800 · first AC: 2014-11-23 · last AC: 2016-01-18 · FPC (first AC) · Tags: greedy, implementation, sortings

[xuanquang1999's solution](#)

80.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,302 global accepts · Rating: 800 · first AC: 2016-01-18 · last AC: 2016-01-18 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, strings

[xuanquang1999's solution](#)

81.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,400 global accepts · Rating: 800 · first AC: 2016-01-18 · last AC: 2016-01-18 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[xuanquang1999's solution](#)

82.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,747 global accepts · Rating: 800 · first AC: 2016-01-08 · GNU C++ (first AC) · Tags: implementation

[xuanquang1999's solution](#)

83.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,422 global accepts · Rating: 800 · first AC: 2015-12-19 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[xuanquang1999's solution](#)

84.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,436 global accepts · Rating: 800 · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: implementation

[xuanquang1999's solution](#)

85.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,229 global accepts · Rating: 800 · first AC: 2015-11-19 · GNU C++ (first AC) · Tags: implementation

[xuanquang1999's solution](#)

86.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[xuanquang1999's solution](#)

87.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,950 global accepts · Rating: 800 · first AC: 2015-10-02 · GNU C++ (first AC) · Tags: implementation, math

[xuanquang1999's solution](#)

88.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,214 global accepts · Rating: 800 · first AC: 2015-09-02 · Python 3 (first AC) · Tags: implementation

[xuanquang1999's solution](#)

89.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,102 global accepts · Rating: 800 · first AC: 2015-07-24 · GNU C++ (first AC) · Tags: *special, implementation

[xuanquang1999's solution](#)

90.

294A

[Shaass and Oskols](#) · [Tutorial](#)

Quality: 28,389 global accepts · Rating: 800 · first AC: 2015-06-19 · FPC (first AC) · Tags: implementation, math

[xuanquang1999's solution](#)

91.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,061 global accepts · Rating: 800 · first AC: 2015-05-28 · FPC (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[xuanquang1999's solution](#)

92.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,551 global accepts · Rating: 800 · first AC: 2015-05-15 · FPC (first AC) · Tags: implementation

[xuanquang1999's solution](#)

93.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: implementation

[xuanquang1999's solution](#)

94.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,422 global accepts · Rating: 800 · first AC: 2015-04-16 · last AC: 2015-04-16 · GNU C++ (first AC) · Tags: *special, implementation

[xuanquang1999's solution](#)

95.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-09 · FPC (first AC) · Tags: constructive algorithms, math

[xuanquang1999's solution](#)

96.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,899 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: implementation
[xuanquang1999's solution](#)

97.

440A

[Forgotten Episode](#) · [Tutorial](#)

Quality: 8,919 global accepts · Rating: 800 · first AC: 2015-02-07 · FPC (first AC) · Tags: implementation
[xuanquang1999's solution](#)

98.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,123 global accepts · Rating: 800 · first AC: 2015-01-31 · FPC (first AC) · Tags: brute force, implementation
[xuanquang1999's solution](#)

99.

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2015-01-11 · FPC (first AC) · Tags: implementation
[xuanquang1999's solution](#)

100.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[xuanquang1999's solution](#)

101.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[xuanquang1999's solution](#)

102.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

103.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,860 global accepts · Rating: 900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[xuanquang1999's solution](#)

104.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,908 global accepts · Rating: 900 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings
[xuanquang1999's solution](#)

105.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,526 global accepts · Rating: 900 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[xuanquang1999's solution](#)

106.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2016-03-05 · last AC: 2018-07-08 · GNU C++11 (first AC) · Tags: brute force, implementation
[xuanquang1999's solution](#)

107.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-21 · Java 8 (first AC) · Tags: implementation

[xuanquang1999's solution](#)

108.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,982 global accepts · Rating: 900 · first AC: 2018-06-12 · Java 8 (first AC) · Tags: greedy, implementation, sortings

[xuanquang1999's solution](#)

109.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,459 global accepts · Rating: 900 · first AC: 2018-06-10 · Java 8 (first AC) · Tags: sortings

[xuanquang1999's solution](#)

110.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[xuanquang1999's solution](#)

111.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,950 global accepts · Rating: 900 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[xuanquang1999's solution](#)

112.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[xuanquang1999's solution](#)

113.

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xuanquang1999's solution](#)

114.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[xuanquang1999's solution](#)

115.

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[xuanquang1999's solution](#)

116.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xuanquang1999's solution](#)

117.

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[xuanquang1999's solution](#)

118.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[xuanquang1999's solution](#)

119.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,054 global accepts · Rating: 900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xuanquang1999's solution](#)

120.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,843 global accepts · Rating: 900 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
[xuanquang1999's solution](#)

121.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: math
[xuanquang1999's solution](#)

122.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,930 global accepts · Rating: 900 · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[xuanquang1999's solution](#)

123.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-12 · last AC: 2017-10-11 · Python 3 (first AC) · Tags: implementation
[xuanquang1999's solution](#)

124.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[xuanquang1999's solution](#)

125.

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 900 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xuanquang1999's solution](#)

126.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 900 · first AC: 2017-06-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[xuanquang1999's solution](#)

127.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[xuanquang1999's solution](#)

128.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[xuanquang1999's solution](#)

129.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[xuanquang1999's solution](#)

130.

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[xuanquang1999's solution](#)

131.

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,641 global accepts · Rating: 900 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[xuanquang1999's solution](#)

132.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,885 global accepts · Rating: 900 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[xuanquang1999's solution](#)

133.

115A

[Party](#) · [Tutorial](#)

Quality: 43,347 global accepts · Rating: 900 · first AC: 2016-11-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[xuanquang1999's solution](#)

134.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2016-08-11 · GNU C++ (first AC) · Tags: brute force, geometry, implementation
[xuanquang1999's solution](#)

135.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,958 global accepts · Rating: 900 · first AC: 2016-02-10 · GNU C++ (first AC) · Tags: implementation
[xuanquang1999's solution](#)

136.

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,675 global accepts · Rating: 900 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: implementation
[xuanquang1999's solution](#)

137.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,463 global accepts · Rating: 900 · first AC: 2016-01-18 · last AC: 2016-01-18 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[xuanquang1999's solution](#)

138.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,691 global accepts · Rating: 900 · first AC: 2016-01-18 · last AC: 2016-01-18 · GNU C++ (first AC) · Tags: greedy, sortings
[xuanquang1999's solution](#)

139.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,829 global accepts · Rating: 900 · first AC: 2016-01-12 · GNU C++ (first AC) · Tags: implementation, strings

[xuanquang1999's solution](#)

140.

611A

[New Year and Days](#) · [Tutorial](#)

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: implementation

[xuanquang1999's solution](#)

141.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,675 global accepts · Rating: 900 · first AC: 2015-12-29 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[xuanquang1999's solution](#)

142.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,213 global accepts · Rating: 900 · first AC: 2015-11-13 · GNU C++ (first AC) · Tags: math

[xuanquang1999's solution](#)

143.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,279 global accepts · Rating: 900 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: implementation, math

[xuanquang1999's solution](#)

144.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: greedy

[xuanquang1999's solution](#)

145.

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,591 global accepts · Rating: 900 · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: implementation

[xuanquang1999's solution](#)

146.

496A

[Minimum Difficulty](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 900 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: brute force, implementation, math

[xuanquang1999's solution](#)

147.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,973 global accepts · Rating: 900 · first AC: 2015-08-06 · GNU C++ (first AC) · Tags: greedy, implementation

[xuanquang1999's solution](#)

148.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2015-07-20 · GNU C++ (first AC) · Tags: math, number theory

[xuanquang1999's solution](#)

149.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,386 global accepts · Rating: 900 · first AC: 2015-06-28 · last AC: 2015-06-29 · FPC (first AC) · Tags: greedy

[xuanquang1999's solution](#)

150.

554A

[Kyoya and Photobooks](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 900 · first AC: 2015-06-25 · FPC (first AC) · Tags: brute force, math, strings

[xuanquang1999's solution](#)

151.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · FPC (first AC) · Tags: implementation, strings

[xuanquang1999's solution](#)

152.

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,287 global accepts · Rating: 900 · first AC: 2015-06-06 · FPC (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[xuanquang1999's solution](#)

153.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-21 · FPC (first AC) · Tags: implementation

[xuanquang1999's solution](#)

154.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,892 global accepts · Rating: 900 · first AC: 2015-05-15 · FPC (first AC) · Tags: greedy

[xuanquang1999's solution](#)

155.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2015-03-23 · GNU C++ (first AC) · Tags: implementation

[xuanquang1999's solution](#)

156.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,416 global accepts · Rating: 900 · first AC: 2015-02-13 · FPC (first AC) · Tags: brute force, greedy

[xuanquang1999's solution](#)

157.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,035 global accepts · Rating: 900 · first AC: 2015-01-25 · FPC (first AC) · Tags: implementation, number theory

[xuanquang1999's solution](#)

158.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[xuanquang1999's solution](#)

159.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,880 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[xuanquang1999's solution](#)

160.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,134 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[xuanquang1999's solution](#)

161.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[xuanquang1999's solution](#)

162.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[xuanquang1999's solution](#)

163.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[xuanquang1999's solution](#)

164.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[xuanquang1999's solution](#)

165.

1111A

[Superhero Transformation](#) · [Tutorial](#)

Quality: 18,094 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[xuanquang1999's solution](#)

166.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[xuanquang1999's solution](#)

167.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[xuanquang1999's solution](#)

168.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[xuanquang1999's solution](#)

169.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,828 global accepts · Rating: 1000 · first AC: 2015-07-31 · last AC: 2018-06-19 · GNU C++ (first AC) · Tags: implementation, strings

[xuanquang1999's solution](#)

170.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,687 global accepts · Rating: 1000 · first AC: 2016-01-18 · last AC: 2018-06-15 · GNU C++ (first AC) · Tags: sortings

[xuanquang1999's solution](#)

171.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2017-10-11 · last AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xuanquang1999's solution](#)

172.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[xuanquang1999's solution](#)

173.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[xuanquang1999's solution](#)

174.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xuanquang1999's solution](#)

175.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,195 global accepts · Rating: 1000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xuanquang1999's solution](#)

176.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-05-04 · last AC: 2018-01-17 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[xuanquang1999's solution](#)

177.

893B

[Beautiful Divisors](#) · [Tutorial](#)

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[xuanquang1999's solution](#)

178.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,786 global accepts · Rating: 1000 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[xuanquang1999's solution](#)

179.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,172 global accepts · Rating: 1000 · first AC: 2015-09-02 · last AC: 2017-10-11 · Python 3 (first AC) · Tags: math

[xuanquang1999's solution](#)

180.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,808 global accepts · Rating: 1000 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[xuanquang1999's solution](#)

181.

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,850 global accepts · Rating: 1000 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[xuanquang1999's solution](#)

182.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[xuanquang1999's solution](#)

183.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[xuanquang1999's solution](#)

184.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[xuanquang1999's solution](#)

185.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,136 global accepts · Rating: 1000 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[xuanquang1999's solution](#)

186.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,819 global accepts · Rating: 1000 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xuanquang1999's solution](#)

187.

753A

[Santa Claus and Candies](#) · [Tutorial](#)

Quality: 9,923 global accepts · Rating: 1000 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[xuanquang1999's solution](#)

188.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,977 global accepts · Rating: 1000 · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[xuanquang1999's solution](#)

189.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: implementation

[xuanquang1999's solution](#)

190.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xuanquang1999's solution](#)

191.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,768 global accepts · Rating: 1000 · first AC: 2016-10-17 · GNU C++ (first AC) · Tags: dp, greedy

[xuanquang1999's solution](#)

192.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: implementation

[xuanquang1999's solution](#)

193.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,832 global accepts · Rating: 1000 · first AC: 2016-09-07 · GNU C++ (first AC) · Tags: implementation

[xuanquang1999's solution](#)

194.

688B

[Lovely Palindromes](#) · [Tutorial](#)

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[xuanquang1999's solution](#)

195.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[xuanquang1999's solution](#)

196.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,881 global accepts · Rating: 1000 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: implementation

[xuanquang1999's solution](#)

197.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: implementation, math

[xuanquang1999's solution](#)

198.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: sortings

[xuanquang1999's solution](#)

199.

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[xuanquang1999's solution](#)

200.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: brute force, implementation

[xuanquang1999's solution](#)

201.

622A

[Infinite Sequence](#) · [Tutorial](#)

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-10 · GNU C++ (first AC) · Tags: implementation, math

[xuanquang1999's solution](#)

202.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-01-25 · last AC: 2016-01-18 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[xuanquang1999's solution](#)

203.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-01-12 · GNU C++ (first AC) · Tags: games, greedy

[xuanquang1999's solution](#)

204.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,553 global accepts · Rating: 1000 · first AC: 2015-12-27 · FPC (first AC) · Tags: combinatorics, math

[xuanquang1999's solution](#)

205.

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,915 global accepts · Rating: 1000 · first AC: 2015-12-24 · GNU C++ (first AC) · Tags: implementation, math

[xuanquang1999's solution](#)

206.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-01 · GNU C++ (first AC) · Tags: implementation

[xuanquang1999's solution](#)

207.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,604 global accepts · Rating: 1000 · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: math

[xuanquang1999's solution](#)

208.

515A

[Brazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2015-09-10 · GNU C++ (first AC) · Tags: math

[xuanquang1999's solution](#)

209.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,403 global accepts · Rating: 1000 · first AC: 2015-09-02 · Python 3 (first AC) · Tags: implementation, strings

[xuanquang1999's solution](#)

210.

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2015-08-07 · GNU C++ (first AC) · Tags: greedy, implementation

[xuanquang1999's solution](#)

211.

447B

[DZY Loves Strings](#) · [Tutorial](#)

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2015-08-07 · GNU C++ (first AC) · Tags: greedy, implementation

[xuanquang1999's solution](#)

212.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,804 global accepts · Rating: 1000 · first AC: 2015-07-28 · GNU C++ (first AC) · Tags: greedy

[xuanquang1999's solution](#)

213.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2015-07-24 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[xuanquang1999's solution](#)

214.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,367 global accepts · Rating: 1000 · first AC: 2015-07-23 · last AC: 2015-07-23 · GNU C++ (first AC) · Tags: implementation

[xuanquang1999's solution](#)

215.

560A

[Currency System in Geraldion](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1000 · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: implementation, sortings

[xuanquang1999's solution](#)

216.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-06-18 · FPC (first AC) · Tags: implementation, math

[xuanquang1999's solution](#)

217.

221A

[Little Elephant and Function](#) · [Tutorial](#)

Quality: 16,802 global accepts · Rating: 1000 · first AC: 2015-05-15 · FPC (first AC) · Tags: implementation, math

[xuanquang1999's solution](#)

218.

109A

[Lucky Sum of Digits](#) · [Tutorial](#)

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2015-05-14 · FPC (first AC) · Tags: brute force, implementation

[xuanquang1999's solution](#)

219.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2015-04-19 · GNU C++ (first AC) · Tags: brute force, implementation

[xuanquang1999's solution](#)

220.

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,680 global accepts · Rating: 1000 · first AC: 2015-03-31 · GNU C++ (first AC) · Tags: implementation, math

[xuanquang1999's solution](#)

221.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,685 global accepts · Rating: 1000 · first AC: 2014-12-30 · FPC (first AC) · Tags: dfs and similar, graphs, implementation

[xuanquang1999's solution](#)

222.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[xuanquang1999's solution](#)

223.

1575A

[Another Sorting Problem](#) · [Tutorial](#)

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[xuanquang1999's solution](#)

224.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[xuanquang1999's solution](#)

225.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[xuanquang1999's solution](#)

226.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[xuanquang1999's solution](#)

227.

1304B

[Longest Palindrome](#) · [Tutorial](#)

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[xuanquang1999's solution](#)

228.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,476 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[xuanquang1999's solution](#)

229.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[xuanquang1999's solution](#)

230.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[xuanquang1999's solution](#)

231.

1060B

[Maximum Sum of Digits](#) · [Tutorial](#)

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[xuanquang1999's solution](#)

232.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,717 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[xuanquang1999's solution](#)

233.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,466 global accepts · Rating: 1100 · first AC: 2016-09-30 · last AC: 2018-06-19 · GNU C++ (first AC) · Tags: implementation, math, sortings, strings

[xuanquang1999's solution](#)

234.

90B

[African Crossword](#) · [Tutorial](#)

Quality: 5,715 global accepts · Rating: 1100 · first AC: 2018-06-19 · Java 8 (first AC) · Tags: implementation, strings

[xuanquang1999's solution](#)

235.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2015-12-19 · last AC: 2018-06-11 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[xuanquang1999's solution](#)

236.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2018-06-11 · Java 8 (first AC) · Tags: implementation, sortings

[xuanquang1999's solution](#)

237.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[xuanquang1999's solution](#)

238.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[xuanquang1999's solution](#)

239.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[xuanquang1999's solution](#)

240.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory
[xuanquang1999's solution](#)

241.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2015-02-14 · last AC: 2017-10-18 · FPC (first AC) · Tags: brute force, implementation, math
[xuanquang1999's solution](#)

242.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · Ruby (first AC) · Tags: geometry
[xuanquang1999's solution](#)

243.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-05 · GNU C++ (first AC) · Tags: implementation
[xuanquang1999's solution](#)

244.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · GNU C++ (first AC) · Tags: brute force, implementation
[xuanquang1999's solution](#)

245.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1100 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[xuanquang1999's solution](#)

246.

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[xuanquang1999's solution](#)

247.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,708 global accepts · Rating: 1100 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[xuanquang1999's solution](#)

248.

785B

[Anton and Classes](#) · [Tutorial](#)

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[xuanquang1999's solution](#)

249.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[xuanquang1999's solution](#)

250.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,775 global accepts · Rating: 1100 · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[xuanquang1999's solution](#)

251.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,838 global accepts · Rating: 1100 · first AC: 2016-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[xuanquang1999's solution](#)

252.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: math

[xuanquang1999's solution](#)

253.

731B

[Coupons and Discounts](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-10-16 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[xuanquang1999's solution](#)

254.

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: expression parsing, implementation, strings

[xuanquang1999's solution](#)

255.

706B

[Interesting drink](#) · [Tutorial](#)

Quality: 84,423 global accepts · Rating: 1100 · first AC: 2016-08-11 · last AC: 2016-09-26 · GNU C++ (first AC) · Tags: binary search, dp, implementation

[xuanquang1999's solution](#)

256.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,391 global accepts · Rating: 1100 · first AC: 2016-09-24 · GNU C++ (first AC) · Tags: implementation

[xuanquang1999's solution](#)

257.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,144 global accepts · Rating: 1100 · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: implementation, math

[xuanquang1999's solution](#)

258.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[xuanquang1999's solution](#)

259.

682A

[Alyona and Numbers](#) · [Tutorial](#)

Quality: 23,993 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[xuanquang1999's solution](#)

260.

675A

[Infinite Sequence](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1100 · first AC: 2016-05-18 · GNU C++11 (first AC) · Tags: math

[xuanquang1999's solution](#)

261.

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[xuanquang1999's solution](#)

262.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: geometry, math

[xuanquang1999's solution](#)

263.

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[xuanquang1999's solution](#)

264.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[xuanquang1999's solution](#)

265.

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++ (first AC) · Tags: brute force

[xuanquang1999's solution](#)

266.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: math, number theory

[xuanquang1999's solution](#)

267.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: math

[xuanquang1999's solution](#)

268.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,915 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: combinatorics, math

[xuanquang1999's solution](#)

269.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1100 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: greedy, sortings

[xuanquang1999's solution](#)

270.

618B

[Guess the Permutation](#) · [Tutorial](#)

Quality: 8,323 global accepts · Rating: 1100 · first AC: 2016-01-30 · GNU C++ (first AC) · Tags: constructive algorithms

[xuanquang1999's solution](#)

271.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,556 global accepts · Rating: 1100 · first AC: 2016-01-18 · GNU C++ (first AC) · Tags: greedy, sortings

[xuanquang1999's solution](#)

272.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: brute force, implementation

[xuanquang1999's solution](#)

273.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2015-11-19 · GNU C++ (first AC) · Tags: data structures, implementation

[xuanquang1999's solution](#)

274.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-17 · GNU C++ (first AC) · Tags: greedy, implementation

[xuanquang1999's solution](#)

275.

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-17 · GNU C++ (first AC) · Tags: geometry, implementation

[xuanquang1999's solution](#)

276.

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2015-10-31 · GNU C++ (first AC) · Tags: math

[xuanquang1999's solution](#)

277.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,869 global accepts · Rating: 1100 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: brute force, implementation, math

[xuanquang1999's solution](#)

278.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,646 global accepts · Rating: 1100 · first AC: 2015-10-02 · GNU C++ (first AC) · Tags: implementation, math

[xuanquang1999's solution](#)

279.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,500 global accepts · Rating: 1100 · first AC: 2015-01-25 · last AC: 2015-07-30 · FPC (first AC) · Tags: dp, implementation

[xuanquang1999's solution](#)

280.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,849 global accepts · Rating: 1100 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms,

implementation

[xuanquang1999's solution](#)

281.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,149 global accepts · Rating: 1100 · first AC: 2015-07-29 · GNU C++ (first AC) · Tags: greedy

[xuanquang1999's solution](#)

282.

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-07-14 · FPC (first AC) · Tags: brute force, implementation, sortings

[xuanquang1999's solution](#)

283.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,860 global accepts · Rating: 1100 · first AC: 2015-07-11 · FPC (first AC) · Tags: brute force, implementation

[xuanquang1999's solution](#)

284.

557A

[Ilya and Diplomas](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-06-30 · last AC: 2015-07-02 · FPC (first AC) · Tags: greedy, implementation, math

[xuanquang1999's solution](#)

285.

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-06-28 · last AC: 2015-06-28 · FPC (first AC) · Tags: brute force, implementation

[xuanquang1999's solution](#)

286.

197C

[Lexicographically Maximum Subsequence](#) · [Tutorial](#)

Rating: 1100 · first AC: 2015-06-25 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, strings

[xuanquang1999's solution](#)

287.

289A

[Polo the Penguin and Segments](#) · [Tutorial](#)

Quality: 10,326 global accepts · Rating: 1100 · first AC: 2015-06-24 · FPC (first AC) · Tags: brute force, implementation

[xuanquang1999's solution](#)

288.

296A

[Yaroslav and Permutations](#) · [Tutorial](#)

Quality: 26,036 global accepts · Rating: 1100 · first AC: 2015-06-22 · FPC (first AC) · Tags: greedy, math

[xuanquang1999's solution](#)

289.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,186 global accepts · Rating: 1100 · first AC: 2015-06-16 · FPC (first AC) · Tags: implementation

[xuanquang1999's solution](#)

290.

495A

[Digital Counter](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1100 · first AC: 2015-05-31 · FPC (first AC) · Tags: implementation

[xuanquang1999's solution](#)

291.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2015-05-31 · FPC (first AC) · Tags: implementation

[xuanquang1999's solution](#)

292.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2015-05-28 · FPC (first AC) · Tags: brute force, implementation, strings

[xuanquang1999's solution](#)

293.

545B

[Equidistant String](#) · [Tutorial](#)

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-05-21 · FPC (first AC) · Tags: greedy

[xuanquang1999's solution](#)

294.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2015-05-08 · FPC (first AC) · Tags: implementation, strings

[xuanquang1999's solution](#)

295.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,808 global accepts · Rating: 1100 · first AC: 2015-04-16 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[xuanquang1999's solution](#)

296.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,925 global accepts · Rating: 1100 · first AC: 2015-04-13 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[xuanquang1999's solution](#)

297.

527A

[Playing with Paper](#) · [Tutorial](#)

Quality: 15,552 global accepts · Rating: 1100 · first AC: 2015-03-18 · GNU C++ (first AC) · Tags: implementation, math

[xuanquang1999's solution](#)

298.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2015-03-12 · GNU C++ (first AC) · Tags: brute force

[xuanquang1999's solution](#)

299.

505A

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2015-01-18 · last AC: 2015-03-12 · FPC (first AC) · Tags: brute force, implementation, strings

[xuanquang1999's solution](#)

300.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,709 global accepts · Rating: 1100 · first AC: 2015-02-28 · FPC (first AC) · Tags: data structures, implementation, sortings

[xuanquang1999's solution](#)

301.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2015-02-19 · FPC (first AC) · Tags: brute force

[xuanquang1999's solution](#)

302.

312A

[Whose sentence is it?](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2015-01-18 · FPC (first AC) · Tags: implementation, strings

[xuanquang1999's solution](#)

303.

300A

[Array](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 1100 · first AC: 2015-01-10 · FPC (first AC) · Tags: brute force, constructive algorithms, implementation
[xuanquang1999's solution](#)

304.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[xuanquang1999's solution](#)

305.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers
[xuanquang1999's solution](#)

306.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,394 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[xuanquang1999's solution](#)

307.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,197 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[xuanquang1999's solution](#)

308.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[xuanquang1999's solution](#)

309.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[xuanquang1999's solution](#)

310.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[xuanquang1999's solution](#)

311.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[xuanquang1999's solution](#)

312.

1023C

[Bracket Subsequence](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[xuanquang1999's solution](#)

313.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[xuanquang1999's solution](#)

314.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[xuanquang1999's solution](#)

315.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,367 global accepts · Rating: 1200 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[xuanquang1999's solution](#)

316.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1200 · first AC: 2018-06-21 · Java 8 (first AC) · Tags: implementation
[xuanquang1999's solution](#)

317.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation
[xuanquang1999's solution](#)

318.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2018-06-15 · Java 8 (first AC) · Tags: implementation, sortings
[xuanquang1999's solution](#)

319.

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,472 global accepts · Rating: 1200 · first AC: 2018-06-11 · Java 8 (first AC) · Tags: greedy, two pointers
[xuanquang1999's solution](#)

320.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1200 · first AC: 2018-06-11 · Java 8 (first AC) · Tags: greedy, implementation, two pointers
[xuanquang1999's solution](#)

321.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2018-06-11 · Java 8 (first AC) · Tags: brute force, greedy, two pointers
[xuanquang1999's solution](#)

322.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1200 · first AC: 2018-06-09 · Java 8 (first AC) · Tags: binary search, greedy, implementation, sortings
[xuanquang1999's solution](#)

323.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[xuanquang1999's solution](#)

324.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-10 · Java 8 (first AC) · Tags: sortings

[xuanquang1999's solution](#)

325.

958C1

[Encryption \(easy\) · Tutorial](#)

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[xuanquang1999's solution](#)

326.

960A

[Check the string · Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xuanquang1999's solution](#)

327.

920B

[Tea Queue · Tutorial](#)

Quality: 8,113 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xuanquang1999's solution](#)

328.

914B

[Conan and Agasa play a Card Game · Tutorial](#)

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[xuanquang1999's solution](#)

329.

913B

[Christmas Spruce · Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[xuanquang1999's solution](#)

330.

899B

[Months and Years · Tutorial](#)

Quality: 6,435 global accepts · Rating: 1200 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xuanquang1999's solution](#)

331.

903B

[The Modcrab · Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[xuanquang1999's solution](#)

332.

903C

[Boxes Packing · Tutorial](#)

Quality: 22,631 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[xuanquang1999's solution](#)

333.

895A

[Pizza Separation · Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[xuanquang1999's solution](#)

334.

875A

[Classroom Watch · Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · last AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[xuanquang1999's solution](#)

335.

802M1

[April Fools' Problem \(easy\) · Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: greedy, sortings

[xuanquang1999's solution](#)

336.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-27 · GNU C++ (first AC) · Tags: implementation, sortings

[xuanquang1999's solution](#)

337.

795C

[Maximum Number](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-04-05 · MS C# (first AC) · Tags: *special, constructive algorithms, greedy

[xuanquang1999's solution](#)

338.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[xuanquang1999's solution](#)

339.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,725 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[xuanquang1999's solution](#)

340.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,180 global accepts · Rating: 1200 · first AC: 2015-05-15 · last AC: 2017-02-18 · FPC (first AC) · Tags: binary search, implementation, math, sortings

[xuanquang1999's solution](#)

341.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,735 global accepts · Rating: 1200 · first AC: 2016-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[xuanquang1999's solution](#)

342.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[xuanquang1999's solution](#)

343.

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[xuanquang1999's solution](#)

344.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 1200 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[xuanquang1999's solution](#)

345.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,331 global accepts · Rating: 1200 · first AC: 2016-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu,

graphs

[xuanquang1999's solution](#)

346.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2016-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[xuanquang1999's solution](#)

347.

740B

[Alyona and flowers](#) · [Tutorial](#)

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms

[xuanquang1999's solution](#)

348.

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2016-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[xuanquang1999's solution](#)

349.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[xuanquang1999's solution](#)

350.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1200 · first AC: 2016-10-17 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[xuanquang1999's solution](#)

351.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: implementation, strings

[xuanquang1999's solution](#)

352.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: implementation, sortings

[xuanquang1999's solution](#)

353.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2016-09-11 · GNU C++ (first AC) · Tags: implementation, sortings

[xuanquang1999's solution](#)

354.

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[xuanquang1999's solution](#)

355.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: sortings

[xuanquang1999's solution](#)

356.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,293 global accepts · Rating: 1200 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[xuanquang1999's solution](#)

357.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[xuanquang1999's solution](#)

358.

655B

[Mischievous Mess Makers](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: greedy, math

[xuanquang1999's solution](#)

359.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[xuanquang1999's solution](#)

360.

630R

[Game](#) · [Tutorial](#)

Quality: 9,586 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: games, math

[xuanquang1999's solution](#)

361.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: math

[xuanquang1999's solution](#)

362.

285C

[Building Permutation](#) · [Tutorial](#)

Quality: 26,331 global accepts · Rating: 1200 · first AC: 2016-02-07 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[xuanquang1999's solution](#)

363.

482A

[Diverse Permutation](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2015-11-05 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[xuanquang1999's solution](#)

364.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-05 · GNU C++ (first AC) · Tags: brute force, implementation

[xuanquang1999's solution](#)

365.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2015-10-31 · GNU C++ (first AC) · Tags: implementation

[xuanquang1999's solution](#)

366.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: implementation, strings

[xuanquang1999's solution](#)

367.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: greedy, implementation
[xuanquang1999's solution](#)

368.

574A

[Bear and Elections](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1200 · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: greedy, implementation
[xuanquang1999's solution](#)

369.

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2015-08-12 · GNU C++ (first AC) · Tags: greedy, math
[xuanquang1999's solution](#)

370.

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2015-08-07 · GNU C++ (first AC) · Tags: implementation
[xuanquang1999's solution](#)

371.

560B

[Gerald is into Art](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[xuanquang1999's solution](#)

372.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1200 · first AC: 2015-06-25 · FPC (first AC) · Tags: brute force, greedy, strings
[xuanquang1999's solution](#)

373.

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2015-06-23 · FPC (first AC) · Tags: implementation
[xuanquang1999's solution](#)

374.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2015-06-20 · FPC (first AC) · Tags: brute force, graphs, math
[xuanquang1999's solution](#)

375.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2015-06-18 · FPC (first AC) · Tags: implementation, math
[xuanquang1999's solution](#)

376.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2015-06-11 · GNU C++ (first AC) · Tags: math
[xuanquang1999's solution](#)

377.

342A

[Xenia and Divisors](#) · [Tutorial](#)

Quality: 13,872 global accepts · Rating: 1200 · first AC: 2015-06-06 · FPC (first AC) · Tags: greedy, implementation
[xuanquang1999's solution](#)

378.

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,048 global accepts · Rating: 1200 · first AC: 2015-05-26 · FPC (first AC) · Tags: implementation

[xuanquang1999's solution](#)

379.

546B

[Soldier and Badges](#) · [Tutorial](#)

Quality: 18,607 global accepts · Rating: 1200 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, sortings

[xuanquang1999's solution](#)

380.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,572 global accepts · Rating: 1200 · first AC: 2015-02-21 · FPC (first AC) · Tags: math, number theory

[xuanquang1999's solution](#)

381.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,309 global accepts · Rating: 1200 · first AC: 2015-02-15 · FPC (first AC) · Tags: greedy, implementation

[xuanquang1999's solution](#)

382.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2015-02-13 · FPC (first AC) · Tags: math

[xuanquang1999's solution](#)

383.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,897 global accepts · Rating: 1200 · first AC: 2015-02-13 · FPC (first AC) · Tags: brute force, dp, implementation

[xuanquang1999's solution](#)

384.

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,038 global accepts · Rating: 1200 · first AC: 2015-01-11 · FPC (first AC) · Tags: brute force, math

[xuanquang1999's solution](#)

385.

302B

[Eugeny and Play List](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1200 · first AC: 2015-01-11 · FPC (first AC) · Tags: binary search, implementation, two pointers

[xuanquang1999's solution](#)

386.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,799 global accepts · Rating: 1200 · first AC: 2015-01-08 · FPC (first AC) · Tags: brute force, greedy, implementation

[xuanquang1999's solution](#)

387.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[xuanquang1999's solution](#)

388.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,175 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[xuanquang1999's solution](#)

389.

1326C

[Permutation Partitions](#) · [Tutorial](#)

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[xuanquang1999's solution](#)

390.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[xuanquang1999's solution](#)

391.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[xuanquang1999's solution](#)

392.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[xuanquang1999's solution](#)

393.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,877 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[xuanquang1999's solution](#)

394.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[xuanquang1999's solution](#)

395.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,160 global accepts · Rating: 1300 · first AC: 2015-11-28 · last AC: 2018-07-16 · GNU C++ (first AC) · Tags: binary search, data structures, sortings, two pointers

[xuanquang1999's solution](#)

396.

1007A

[Reorder the Array](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[xuanquang1999's solution](#)

397.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[xuanquang1999's solution](#)

398.

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2018-06-19 · Java 8 (first AC) · Tags: strings

[xuanquang1999's solution](#)

399.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,865 global accepts · Rating: 1300 · first AC: 2015-07-30 · last AC: 2018-06-12 · GNU C++ (first AC) · Tags: implementation, sortings

[xuanquang1999's solution](#)

400.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,473 global accepts · Rating: 1300 · first AC: 2018-06-11 · Java 8 (first AC) · Tags: binary search, brute force, greedy, two pointers
[xuanquang1999's solution](#)

401.

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,193 global accepts · Rating: 1300 · first AC: 2018-06-10 · Java 8 (first AC) · Tags: implementation, sortings
[xuanquang1999's solution](#)

402.

437A

[The Child and Homework](#) · [Tutorial](#)

Quality: 9,360 global accepts · Rating: 1300 · first AC: 2018-05-11 · Java 8 (first AC) · Tags: implementation
[xuanquang1999's solution](#)

403.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[xuanquang1999's solution](#)

404.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[xuanquang1999's solution](#)

405.

946C

[String Transformation](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[xuanquang1999's solution](#)

406.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,260 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar
[xuanquang1999's solution](#)

407.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[xuanquang1999's solution](#)

408.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xuanquang1999's solution](#)

409.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math
[xuanquang1999's solution](#)

410.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,376 global accepts · Rating: 1300 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[xuanquang1999's solution](#)

411.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,268 global accepts · Rating: 1300 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy
[xuanquang1999's solution](#)

412.

889A

[Petya and Catacombs](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees
[xuanquang1999's solution](#)

413.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-07 · GNU C++ (first AC) · Tags: constructive algorithms
[xuanquang1999's solution](#)

414.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,209 global accepts · Rating: 1300 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings
[xuanquang1999's solution](#)

415.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xuanquang1999's solution](#)

416.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[xuanquang1999's solution](#)

417.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xuanquang1999's solution](#)

418.

227A

[Where do I Turn?](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2016-08-28 · last AC: 2017-03-03 · GNU C++ (first AC) · Tags: geometry
[xuanquang1999's solution](#)

419.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings
[xuanquang1999's solution](#)

420.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[xuanquang1999's solution](#)

421.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[xuanquang1999's solution](#)

422.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xuanquang1999's solution](#)

423.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2016-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees
[xuanquang1999's solution](#)

424.

740A

[Alyona and copybooks](#) · [Tutorial](#)

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-11-24 · GNU C++11 (first AC) · Tags: brute force, implementation
[xuanquang1999's solution](#)

425.

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2016-11-07 · GNU C++11 (first AC) · Tags: implementation, sortings
[xuanquang1999's solution](#)

426.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: brute force, implementation
[xuanquang1999's solution](#)

427.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: graphs
[xuanquang1999's solution](#)

428.

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,167 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —
[xuanquang1999's solution](#)

429.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —
[xuanquang1999's solution](#)

430.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[xuanquang1999's solution](#)

431.

659B

[Qualifying Contest](#) · [Tutorial](#)

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[xuanquang1999's solution](#)

432.

635B

[Island Puzzle](#) · [Tutorial](#)

Rating: 1300 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: —
[xuanquang1999's solution](#)

433.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[xuanquang1999's solution](#)

434.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2016-02-20 · GNU C++ (first AC) · Tags: greedy, strings

[xuanquang1999's solution](#)

435.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2016-02-20 · GNU C++ (first AC) · Tags: dp

[xuanquang1999's solution](#)

436.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: math

[xuanquang1999's solution](#)

437.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: combinatorics, math

[xuanquang1999's solution](#)

438.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · last AC: 2016-02-14 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[xuanquang1999's solution](#)

439.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[xuanquang1999's solution](#)

440.

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: combinatorics, implementation

[xuanquang1999's solution](#)

441.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1300 · first AC: 2016-01-23 · GNU C++ (first AC) · Tags: combinatorics

[xuanquang1999's solution](#)

442.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2016-01-18 · GNU C++ (first AC) · Tags: implementation, sortings

[xuanquang1999's solution](#)

443.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[xuanquang1999's solution](#)

444.

43C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1300 · first AC: 2015-12-18 · GNU C++ (first AC) · Tags: greedy

[xuanquang1999's solution](#)

445.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2015-11-13 · GNU C++ (first AC) · Tags: implementation, strings

[xuanquang1999's solution](#)

446.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,983 global accepts · Rating: 1300 · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: math

[xuanquang1999's solution](#)

447.

586B

[Laurenty and Shop](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1300 · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: implementation

[xuanquang1999's solution](#)

448.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,798 global accepts · Rating: 1300 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings

[xuanquang1999's solution](#)

449.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 1300 · first AC: 2015-09-05 · GNU C++ (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[xuanquang1999's solution](#)

450.

574C

[Bear and Poker](#) · [Tutorial](#)

Rating: 1300 · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: math, number theory

[xuanquang1999's solution](#)

451.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,869 global accepts · Rating: 1300 · first AC: 2015-08-28 · GNU C++11 (first AC) · Tags: brute force, dp

[xuanquang1999's solution](#)

452.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2015-08-07 · GNU C++ (first AC) · Tags: implementation, math

[xuanquang1999's solution](#)

453.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-06 · GNU C++ (first AC) · Tags: implementation

[xuanquang1999's solution](#)

454.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,820 global accepts · Rating: 1300 · first AC: 2015-07-31 · GNU C++ (first AC) · Tags: binary search, implementation, math, number theory

[xuanquang1999's solution](#)

455.

252C

[Points on Line](#) · [Tutorial](#)

Rating: 1300 · first AC: 2015-07-29 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers

[xuanquang1999's solution](#)

456.

84B

[Magical Array](#) · [Tutorial](#)

Rating: 1300 · first AC: 2015-07-20 · GNU C++ (first AC) · Tags: combinatorics, implementation

[xuanquang1999's solution](#)

457.

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2015-07-15 · FPC (first AC) · Tags: implementation

[xuanquang1999's solution](#)

458.

288A

[Polo the Penguin and Strings](#) · [Tutorial](#)

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2015-06-24 · FPC (first AC) · Tags: greedy

[xuanquang1999's solution](#)

459.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,258 global accepts · Rating: 1300 · first AC: 2015-06-16 · FPC (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[xuanquang1999's solution](#)

460.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2015-05-30 · FPC (first AC) · Tags: greedy, math, strings

[xuanquang1999's solution](#)

461.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,509 global accepts · Rating: 1300 · first AC: 2015-05-21 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[xuanquang1999's solution](#)

462.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-21 · GNU C++ (first AC) · Tags: brute force, implementation

[xuanquang1999's solution](#)

463.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-03-01 · last AC: 2015-03-07 · FPC (first AC) · Tags: greedy, implementation, math, number theory

[xuanquang1999's solution](#)

464.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-01-31 · FPC (first AC) · Tags: constructive algorithms, greedy, implementation

[xuanquang1999's solution](#)

465.

312C

[The Closest Pair](#) · [Tutorial](#)

Quality: 1300 · first AC: 2015-01-18 · FPC (first AC) · Tags: constructive algorithms

[xuanquang1999's solution](#)

466.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,378 global accepts · Rating: 1300 · first AC: 2015-01-18 · FPC (first AC) · Tags: math, probabilities

[xuanquang1999's solution](#)

467.

304C

[Lucky Permutation Triple](#) · [Tutorial](#)

Quality: 1300 · first AC: 2015-01-11 · FPC (first AC) · Tags: constructive algorithms

[xuanquang1999's solution](#)

468.

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2015-01-11 · FPC (first AC) · Tags: brute force, implementation

[xuanquang1999's solution](#)

469.

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,659 global accepts · Rating: 1300 · first AC: 2015-01-08 · FPC (first AC) · Tags: greedy, implementation

[xuanquang1999's solution](#)

470.

493A

[Vasya and Football](#) · [Tutorial](#)

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2014-12-03 · FPC (first AC) · Tags: implementation

[xuanquang1999's solution](#)

471.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,490 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[xuanquang1999's solution](#)

472.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,121 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[xuanquang1999's solution](#)

473.

1332B

[Composite Coloring](#) · [Tutorial](#)

Quality: 18,953 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[xuanquang1999's solution](#)

474.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[xuanquang1999's solution](#)

475.

1316B

[String Modification](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[xuanquang1999's solution](#)

476.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[xuanquang1999's solution](#)

477.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[xuanquang1999's solution](#)

478.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,443 global accepts · Rating: 1400 · first AC: 2015-06-04 · last AC: 2018-07-17 · FPC (first AC) · Tags: bitmasks, brute force

[xuanquang1999's solution](#)

479.

26B

[Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 25,850 global accepts · Rating: 1400 · first AC: 2018-07-16 · Java 8 (first AC) · Tags: greedy

[xuanquang1999's solution](#)

480.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[xuanquang1999's solution](#)

481.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,314 global accepts · Rating: 1400 · first AC: 2015-07-18 · last AC: 2018-06-19 · GNU C++ (first AC) · Tags: implementation, strings

[xuanquang1999's solution](#)

482.

518B

[Tanya and Postcard](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-02-25 · last AC: 2018-06-19 · FPC (first AC) · Tags: greedy, implementation, strings

[xuanquang1999's solution](#)

483.

334B

[Eight Point Sets](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1400 · first AC: 2018-06-15 · Java 8 (first AC) · Tags: sortings

[xuanquang1999's solution](#)

484.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,072 global accepts · Rating: 1400 · first AC: 2015-11-24 · last AC: 2018-06-11 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[xuanquang1999's solution](#)

485.

279B

[Books](#) · [Tutorial](#)

Quality: 72,406 global accepts · Rating: 1400 · first AC: 2018-06-11 · Java 8 (first AC) · Tags: binary search, brute force, implementation, two pointers

[xuanquang1999's solution](#)

486.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees
[xuanquang1999's solution](#)

487.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,524 global accepts · Rating: 1400 · first AC: 2018-05-12 · Java 8 (first AC) · Tags: dfs and similar, math, sortings
[xuanquang1999's solution](#)

488.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search
[xuanquang1999's solution](#)

489.

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, math
[xuanquang1999's solution](#)

490.

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xuanquang1999's solution](#)

491.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers
[xuanquang1999's solution](#)

492.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xuanquang1999's solution](#)

493.

838A

[Binary Blocks](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 1400 · first AC: 2017-08-07 · GNU C++11 (first AC) · Tags: brute force
[xuanquang1999's solution](#)

494.

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 1400 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees
[xuanquang1999's solution](#)

495.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-05-11 · GNU C++ (first AC) · Tags: data structures, implementation
[xuanquang1999's solution](#)

496.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: combinatorics, greedy, implementation, math
[xuanquang1999's solution](#)

497.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[xuanquang1999's solution](#)

498.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,626 global accepts · Rating: 1400 · first AC: 2015-02-15 · last AC: 2017-04-06 · FPC (first AC) · Tags: brute force, data structures, geometry, implementation, math
[xuanquang1999's solution](#)

499.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,576 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers
[xuanquang1999's solution](#)

500.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,795 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[xuanquang1999's solution](#)

501.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,425 global accepts · Rating: 1400 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[xuanquang1999's solution](#)

502.

752C

[Santa Claus and Robot](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, shortest paths
[xuanquang1999's solution](#)

503.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,985 global accepts · Rating: 1400 · first AC: 2016-11-22 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation
[xuanquang1999's solution](#)

504.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,464 global accepts · Rating: 1400 · first AC: 2016-10-18 · GNU C++ (first AC) · Tags: greedy, sortings
[xuanquang1999's solution](#)

505.

714C

[Sonya and Queries](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: data structures, implementation
[xuanquang1999's solution](#)

506.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,056 global accepts · Rating: 1400 · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: implementation, math
[xuanquang1999's solution](#)

507.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,941 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp
[xuanquang1999's solution](#)

508.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math
[xuanquang1999's solution](#)

509.

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2016-05-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[xuanquang1999's solution](#)

510.

668A

[Little Artem and Matrix](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-04-28 · GNU C++11 (first AC) · Tags: implementation
[xuanquang1999's solution](#)

511.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: brute force
[xuanquang1999's solution](#)

512.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,634 global accepts · Rating: 1400 · first AC: 2016-03-12 · GNU C++11 (first AC) · Tags: data structures, geometry, math
[xuanquang1999's solution](#)

513.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: implementation, math
[xuanquang1999's solution](#)

514.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: combinatorics, math
[xuanquang1999's solution](#)

515.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,072 global accepts · Rating: 1400 · first AC: 2015-07-31 · last AC: 2016-01-18 · GNU C++ (first AC) · Tags: greedy, sortings
[xuanquang1999's solution](#)

516.

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1400 · first AC: 2016-01-15 · GNU C++ (first AC) · Tags: implementation, math
[xuanquang1999's solution](#)

517.

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: 1400 · first AC: 2015-12-01 · GNU C++ (first AC) · Tags: binary search, greedy
[xuanquang1999's solution](#)

518.

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-10-02 · GNU C++ (first AC) · Tags: implementation, math, sortings
[xuanquang1999's solution](#)

519.

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1400 · first AC: 2015-01-18 · last AC: 2015-09-21 · FPC (first AC) · Tags: dfs and similar, dp, dsu, graphs
[xuanquang1999's solution](#)

520.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1400 · first AC: 2015-05-30 · last AC: 2015-08-08 · GNU C++ (first AC) · Tags: brute force, hashing, implementation, math, strings
[xuanquang1999's solution](#)

521.

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,372 global accepts · Rating: 1400 · first AC: 2015-07-29 · last AC: 2015-07-29 · GNU C++ (first AC) · Tags: binary search, dp, sortings, two pointers
[xuanquang1999's solution](#)

522.

286A

[Lucky Permutation](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2015-07-22 · GNU C++ (first AC) · Tags: constructive algorithms, math
[xuanquang1999's solution](#)

523.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,222 global accepts · Rating: 1400 · first AC: 2015-03-28 · last AC: 2015-07-08 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math, strings
[xuanquang1999's solution](#)

524.

197B

[Limit](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1400 · first AC: 2015-06-25 · FPC (first AC) · Tags: math
[xuanquang1999's solution](#)

525.

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,963 global accepts · Rating: 1400 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: brute force, dp, implementation, sortings, ternary search
[xuanquang1999's solution](#)

526.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,004 global accepts · Rating: 1400 · first AC: 2015-06-22 · GNU C++ (first AC) · Tags: data structures, implementation
[xuanquang1999's solution](#)

527.

401C

[Team](#) · [Tutorial](#)

Quality: 21,700 global accepts · Rating: 1400 · first AC: 2015-06-20 · FPC (first AC) · Tags: constructive algorithms, greedy, implementation
[xuanquang1999's solution](#)

528.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,176 global accepts · Rating: 1400 · first AC: 2015-05-28 · FPC (first AC) · Tags: combinatorics, dp, number theory
[xuanquang1999's solution](#)

529.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2015-05-28 · FPC (first AC) · Tags: brute force, dp, greedy, implementation
[xuanquang1999's solution](#)

530.

546C

[Soldier and Cards](#) · [Tutorial](#)

Quality: 19,431 global accepts · Rating: 1400 · first AC: 2015-05-23 · GNU C++ (first AC) · Tags: brute force, dfs and similar, games
[xuanquang1999's solution](#)

531.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,677 global accepts · Rating: 1400 · first AC: 2015-05-12 · FPC (first AC) · Tags: dp, greedy, implementation
[xuanquang1999's solution](#)

532.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2015-05-08 · FPC (first AC) · Tags: constructive algorithms, implementation
[xuanquang1999's solution](#)

533.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 1400 · first AC: 2015-04-26 · FPC (first AC) · Tags: brute force, implementation
[xuanquang1999's solution](#)

534.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2015-04-26 · FPC (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[xuanquang1999's solution](#)

535.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation
[xuanquang1999's solution](#)

536.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,167 global accepts · Rating: 1400 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[xuanquang1999's solution](#)

537.

315A

[Sereja and Bottles](#) · [Tutorial](#)

Quality: 12,293 global accepts · Rating: 1400 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: brute force
[xuanquang1999's solution](#)

538.

516A

[Drazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2015-02-17 · FPC (first AC) · Tags: dp, greedy, implementation, math
[xuanquang1999's solution](#)

539.

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,940 global accepts · Rating: 1400 · first AC: 2015-01-25 · FPC (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[xuanquang1999's solution](#)

540.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,682 global accepts · Rating: 1400 · first AC: 2015-01-24 · GNU C++ (first AC) · Tags: geometry, math

[xuanquang1999's solution](#)

541.

493B

[Vasya and Wrestling](#) · [Tutorial](#)

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2014-12-04 · FPC (first AC) · Tags: implementation

[xuanquang1999's solution](#)

542.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2014-11-24 · last AC: 2024-08-21 · FPC (first AC) · Tags: dsu, implementation

[xuanquang1999's solution](#)

543.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[xuanquang1999's solution](#)

544.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[xuanquang1999's solution](#)

545.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[xuanquang1999's solution](#)

546.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,477 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[xuanquang1999's solution](#)

547.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[xuanquang1999's solution](#)

548.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[xuanquang1999's solution](#)

549.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[xuanquang1999's solution](#)

550.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[xuanquang1999's solution](#)

551.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[xuanquang1999's solution](#)

552.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[xuanquang1999's solution](#)

553.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[xuanquang1999's solution](#)

554.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[xuanquang1999's solution](#)

555.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[xuanquang1999's solution](#)

556.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[xuanquang1999's solution](#)

557.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[xuanquang1999's solution](#)

558.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[xuanquang1999's solution](#)

559.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[xuanquang1999's solution](#)

560.

1051C

[Vasya and Multisets](#) · [Tutorial](#)

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[xuanquang1999's solution](#)

561.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[xuanquang1999's solution](#)

562.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,455 global accepts · Rating: 1500 · first AC: 2018-06-22 · Java 8 (first AC) · Tags: dfs and similar, graphs, trees

[xuanquang1999's solution](#)

563.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-07-01 · last AC: 2018-06-15 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math, sortings

[xuanquang1999's solution](#)

564.

224B

[Array](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2018-06-11 · Java 8 (first AC) · Tags: bitmasks, implementation, two pointers

[xuanquang1999's solution](#)

565.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[xuanquang1999's solution](#)

566.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,612 global accepts · Rating: 1500 · first AC: 2018-05-10 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs

[xuanquang1999's solution](#)

567.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1500 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[xuanquang1999's solution](#)

568.

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xuanquang1999's solution](#)

569.

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[xuanquang1999's solution](#)

570.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: *special, number theory

[xuanquang1999's solution](#)

571.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,278 global accepts · Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[xuanquang1999's solution](#)

572.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[xuanquang1999's solution](#)

573.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[xuanquang1999's solution](#)

574.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[xuanquang1999's solution](#)

575.

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: implementation

[xuanquang1999's solution](#)

576.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[xuanquang1999's solution](#)

577.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,091 global accepts · Rating: 1500 · first AC: 2017-08-12 · Python 3 (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[xuanquang1999's solution](#)

578.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,498 global accepts · Rating: 1500 · first AC: 2017-06-01 · GNU C++ (first AC) · Tags: binary search, sortings

[xuanquang1999's solution](#)

579.

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-23 · GNU C++ (first AC) · Tags: implementation, math, sortings

[xuanquang1999's solution](#)

580.

795D

[Lie or Truth](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-04-05 · FPC (first AC) · Tags: *special, implementation, sortings

[xuanquang1999's solution](#)

581.

790A

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[xuanquang1999's solution](#)

582.

761C

[Dasha and Password](#) · [Tutorial](#)

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[xuanquang1999's solution](#)

583.

752B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[xuanquang1999's solution](#)

584.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[xuanquang1999's solution](#)

585.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[xuanquang1999's solution](#)

586.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[xuanquang1999's solution](#)

587.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[xuanquang1999's solution](#)

588.

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,787 global accepts · Rating: 1500 · first AC: 2016-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[xuanquang1999's solution](#)

589.

275C

[k-Multiple Free Set](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[xuanquang1999's solution](#)

590.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2016-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[xuanquang1999's solution](#)

591.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,060 global accepts · Rating: 1500 · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[xuanquang1999's solution](#)

592.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,387 global accepts · Rating: 1500 · first AC: 2016-11-22 · GNU C++11 (first AC) · Tags: binary search, implementation
[xuanquang1999's solution](#)

593.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,541 global accepts · Rating: 1500 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[xuanquang1999's solution](#)

594.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math

[xuanquang1999's solution](#)

595.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,480 global accepts · Rating: 1500 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: math, number theory

[xuanquang1999's solution](#)

596.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[xuanquang1999's solution](#)

597.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[xuanquang1999's solution](#)

598.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[xuanquang1999's solution](#)

599.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: implementation, math

[xuanquang1999's solution](#)

600.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers

[xuanquang1999's solution](#)

601.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: implementation

[xuanquang1999's solution](#)

602.

256A

[Almost Arithmetical Progression](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[xuanquang1999's solution](#)

603.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: math, number theory
[xuanquang1999's solution](#)

604.

204B

[Little Elephant and Cards](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1500 · first AC: 2016-01-27 · GNU C++ (first AC) · Tags: binary search, data structures
[xuanquang1999's solution](#)

605.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-01-22 · GNU C++ (first AC) · Tags: greedy
[xuanquang1999's solution](#)

606.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-01-15 · GNU C++ (first AC) · Tags: brute force, implementation
[xuanquang1999's solution](#)

607.

611C

[New Year and Domino](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: dp, implementation
[xuanquang1999's solution](#)

608.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,462 global accepts · Rating: 1500 · first AC: 2015-12-24 · GNU C++ (first AC) · Tags: combinatorics, strings
[xuanquang1999's solution](#)

609.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2015-12-19 · GNU C++ (first AC) · Tags: implementation, math
[xuanquang1999's solution](#)

610.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1500 · first AC: 2015-12-16 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math
[xuanquang1999's solution](#)

611.

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: implementation
[xuanquang1999's solution](#)

612.

588C

[Duff and Weight Lifting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: —
[xuanquang1999's solution](#)

613.

341B

[Bubble Sort Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-06-11 · last AC: 2015-10-12 · GNU C++ (first AC) · Tags: binary search, data structures, dp
[xuanquang1999's solution](#)

614.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1500 · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: combinatorics

[xuanquang1999's solution](#)

615.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,781 global accepts · Rating: 1500 · first AC: 2015-09-21 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[xuanquang1999's solution](#)

616.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1500 · first AC: 2015-09-11 · GNU C++ (first AC) · Tags: math, number theory

[xuanquang1999's solution](#)

617.

574B

[Bear and Three Musketeers](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[xuanquang1999's solution](#)

618.

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2015-08-11 · GNU C++ (first AC) · Tags: implementation, math

[xuanquang1999's solution](#)

619.

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2015-08-01 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory

[xuanquang1999's solution](#)

620.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2015-07-31 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[xuanquang1999's solution](#)

621.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2015-07-31 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[xuanquang1999's solution](#)

622.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,965 global accepts · Rating: 1500 · first AC: 2015-07-31 · GNU C++ (first AC) · Tags: dp

[xuanquang1999's solution](#)

623.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: dp, math, number theory

[xuanquang1999's solution](#)

624.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1500 · first AC: 2015-07-16 · GNU C++ (first AC) · Tags: dp

[xuanquang1999's solution](#)

625.

528A

[Glass Carving](#) · [Tutorial](#)

Quality: 1500 · first AC: 2015-03-23 · last AC: 2015-07-11 · GNU C++ (first AC) · Tags: data structures, implementation

[xuanquang1999's solution](#)

626.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · last AC: 2015-06-28 · GNU C++ (first AC) · Tags: implementation

[xuanquang1999's solution](#)

627.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-24 · FPC (first AC) · Tags: combinatorics, dp, math

[xuanquang1999's solution](#)

628.

288B

[Polo the Penguin and Houses](#) · [Tutorial](#)

Quality: 3,211 global accepts · Rating: 1500 · first AC: 2015-06-24 · FPC (first AC) · Tags: combinatorics

[xuanquang1999's solution](#)

629.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1500 · first AC: 2015-06-08 · GNU C++ (first AC) · Tags: binary search, data structures

[xuanquang1999's solution](#)

630.

342B

[Xenia and Spies](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1500 · first AC: 2015-06-06 · FPC (first AC) · Tags: brute force, greedy, implementation

[xuanquang1999's solution](#)

631.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,639 global accepts · Rating: 1500 · first AC: 2015-06-04 · FPC (first AC) · Tags: brute force, dp, greedy, implementation, strings

[xuanquang1999's solution](#)

632.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,130 global accepts · Rating: 1500 · first AC: 2015-06-04 · FPC (first AC) · Tags: brute force, dp, math

[xuanquang1999's solution](#)

633.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,020 global accepts · Rating: 1500 · first AC: 2015-05-30 · GNU C++ (first AC) · Tags: dp, number theory

[xuanquang1999's solution](#)

634.

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2015-05-30 · FPC (first AC) · Tags: constructive algorithms, greedy

[xuanquang1999's solution](#)

635.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,859 global accepts · Rating: 1500 · first AC: 2015-05-21 · FPC (first AC) · Tags: dp, greedy

[xuanquang1999's solution](#)

636.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-02 · FPC (first AC) · Tags: greedy, math

[xuanquang1999's solution](#)

637.

332B

[Maximum Absurdity](#) · [Tutorial](#)

Quality: 8,710 global accepts · Rating: 1500 · first AC: 2015-02-23 · FPC (first AC) · Tags: data structures, dp, implementation

[xuanquang1999's solution](#)

638.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,494 global accepts · Rating: 1500 · first AC: 2015-02-16 · FPC (first AC) · Tags: dfs and similar, shortest paths

[xuanquang1999's solution](#)

639.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2015-02-16 · FPC (first AC) · Tags: constructive algorithms, greedy

[xuanquang1999's solution](#)

640.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-25 · FPC (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[xuanquang1999's solution](#)

641.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2015-01-10 · FPC (first AC) · Tags: brute force, dfs and similar, graphs

[xuanquang1999's solution](#)

642.

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2015-01-06 · FPC (first AC) · Tags: implementation, math

[xuanquang1999's solution](#)

643.

495C

[Treasure](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-05 · FPC (first AC) · Tags: greedy, implementation

[xuanquang1999's solution](#)

644.

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 1500 · first AC: 2015-01-04 · FPC (first AC) · Tags: brute force, constructive algorithms, implementation

[xuanquang1999's solution](#)

645.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[xuanquang1999's solution](#)

646.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[xuanquang1999's solution](#)

647.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[xuanquang1999's solution](#)

648.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[xuanquang1999's solution](#)

649.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[xuanquang1999's solution](#)

650.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[xuanquang1999's solution](#)

651.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[xuanquang1999's solution](#)

652.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[xuanquang1999's solution](#)

653.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[xuanquang1999's solution](#)

654.

1060C

[Maximum Subrectangle](#) · [Tutorial](#)

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[xuanquang1999's solution](#)

655.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,463 global accepts · Rating: 1600 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[xuanquang1999's solution](#)

656.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,237 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[xuanquang1999's solution](#)

657.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings
[xuanquang1999's solution](#)

658.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[xuanquang1999's solution](#)

659.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory
[xuanquang1999's solution](#)

660.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[xuanquang1999's solution](#)

661.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2016-10-03 · last AC: 2018-06-24 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation
[xuanquang1999's solution](#)

662.

518A

[Vitaly and Strings](#) · [Tutorial](#)

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-02-26 · last AC: 2018-06-19 · FPC (first AC) · Tags: constructive algorithms, strings
[xuanquang1999's solution](#)

663.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[xuanquang1999's solution](#)

664.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: math
[xuanquang1999's solution](#)

665.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
[xuanquang1999's solution](#)

666.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,329 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths
[xuanquang1999's solution](#)

667.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[xuanquang1999's solution](#)

668.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[xuanquang1999's solution](#)

669.

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math

[xuanquang1999's solution](#)

670.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[xuanquang1999's solution](#)

671.

932C

[Permutation Cycle](#) · [Tutorial](#)

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[xuanquang1999's solution](#)

672.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[xuanquang1999's solution](#)

673.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1600 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[xuanquang1999's solution](#)

674.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[xuanquang1999's solution](#)

675.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[xuanquang1999's solution](#)

676.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[xuanquang1999's solution](#)

677.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,285 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: binary search, data structures

[xuanquang1999's solution](#)

678.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[xuanquang1999's solution](#)

679.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[xuanquang1999's solution](#)

680.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings
[xuanquang1999's solution](#)

681.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1600 · first AC: 2017-06-07 · GNU C++ (first AC) · Tags: brute force, dp, strings, two pointers
[xuanquang1999's solution](#)

682.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-01 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp
[xuanquang1999's solution](#)

683.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[xuanquang1999's solution](#)

684.

795K

[Stepan and Vowels](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-04-05 · Python 3 (first AC) · Tags: *special, implementation, strings
[xuanquang1999's solution](#)

685.

789C

[Functions again](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers
[xuanquang1999's solution](#)

686.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1600 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[xuanquang1999's solution](#)

687.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, ternary search
[xuanquang1999's solution](#)

688.

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees
[xuanquang1999's solution](#)

689.

777C

[Alyona and Spreadsheet](#) · [Tutorial](#)

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[xuanquang1999's solution](#)

690.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,972 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[xuanquang1999's solution](#)

691.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[xuanquang1999's solution](#)

692.

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[xuanquang1999's solution](#)

693.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,202 global accepts · Rating: 1600 · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[xuanquang1999's solution](#)

694.

750C

[New Year and Rating](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[xuanquang1999's solution](#)

695.

753B

[Interactive Bulls and Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 1600 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[xuanquang1999's solution](#)

696.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[xuanquang1999's solution](#)

697.

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,033 global accepts · Rating: 1600 · first AC: 2016-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[xuanquang1999's solution](#)

698.

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, trees

[xuanquang1999's solution](#)

699.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,439 global accepts · Rating: 1600 · first AC: 2016-12-13 · C++14 (GCC 6-32) (first AC) · Tags: probabilities
[xuanquang1999's solution](#)

700.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1600 · first AC: 2016-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings
[xuanquang1999's solution](#)

701.

234D

[Cinema](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: 1600 · first AC: 2016-12-10 · GNU C++11 (first AC) · Tags: implementation
[xuanquang1999's solution](#)

702.

272D

[Dima and Two Sequences](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings
[xuanquang1999's solution](#)

703.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu
[xuanquang1999's solution](#)

704.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, math
[xuanquang1999's solution](#)

705.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,196 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: combinatorics, math
[xuanquang1999's solution](#)

706.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: math, number theory
[xuanquang1999's solution](#)

707.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-16 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers
[xuanquang1999's solution](#)

708.

495B

[Modular Equations](#) · [Tutorial](#)

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: math, number theory
[xuanquang1999's solution](#)

709.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: data structures, hashing
[xuanquang1999's solution](#)

710.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,982 global accepts · Rating: 1600 · first AC: 2016-10-30 · GNU C++11 (first AC) · Tags: number theory

[xuanquang1999's solution](#)

711.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[xuanquang1999's solution](#)

712.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1600 · first AC: 2016-10-16 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[xuanquang1999's solution](#)

713.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-01 · last AC: 2016-10-11 · GNU C++ (first AC) · Tags: data structures, dsu

[xuanquang1999's solution](#)

714.

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 1600 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: greedy

[xuanquang1999's solution](#)

715.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · GNU C++ (first AC) · Tags: constructive algorithms, math

[xuanquang1999's solution](#)

716.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 1600 · first AC: 2016-01-30 · last AC: 2016-09-12 · GNU C++ (first AC) · Tags: geometry, implementation

[xuanquang1999's solution](#)

717.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,363 global accepts · Rating: 1600 · first AC: 2016-08-11 · GNU C++ (first AC) · Tags: dp, strings

[xuanquang1999's solution](#)

718.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: brute force, data structures, implementation

[xuanquang1999's solution](#)

719.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[xuanquang1999's solution](#)

720.

380A

[Sereja and Prefixes](#) · [Tutorial](#)

Quality: 2,909 global accepts · Rating: 1600 · first AC: 2016-05-19 · GNU C++11 (first AC) · Tags: binary search, brute force

[xuanquang1999's solution](#)

721.

643B

[Bear and Two Paths](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[xuanquang1999's solution](#)

722.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: implementation
[xuanquang1999's solution](#)

723.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers
[xuanquang1999's solution](#)

724.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
[xuanquang1999's solution](#)

725.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[xuanquang1999's solution](#)

726.

655C

[Enduring Exodus](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: binary search, two pointers
[xuanquang1999's solution](#)

727.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: combinatorics, math
[xuanquang1999's solution](#)

728.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: brute force, greedy, math, number theory
[xuanquang1999's solution](#)

729.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1600 · first AC: 2016-01-24 · GNU C++ (first AC) · Tags: implementation
[xuanquang1999's solution](#)

730.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2016-01-12 · GNU C++ (first AC) · Tags: dfs and similar
[xuanquang1999's solution](#)

731.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++ (first AC) · Tags: binary search, dp
[xuanquang1999's solution](#)

732.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[xuanquang1999's solution](#)

733.

604C

[Alternative Thinking](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-01 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, math
[xuanquang1999's solution](#)

734.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2015-11-28 · GNU C++ (first AC) · Tags: implementation, strings
[xuanquang1999's solution](#)

735.

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: graphs
[xuanquang1999's solution](#)

736.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: sortings
[xuanquang1999's solution](#)

737.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1600 · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: dp, greedy, sortings
[xuanquang1999's solution](#)

738.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: math
[xuanquang1999's solution](#)

739.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-11-05 · GNU C++ (first AC) · Tags: geometry, sortings
[xuanquang1999's solution](#)

740.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: games, math, number theory
[xuanquang1999's solution](#)

741.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2015-09-05 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation
[xuanquang1999's solution](#)

742.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math
[xuanquang1999's solution](#)

743.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2015-02-01 · last AC: 2015-08-08 · FPC (first AC) · Tags: brute force
[xuanquang1999's solution](#)

744.

253C

[Text Editor](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 1600 · first AC: 2015-07-29 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths
[xuanquang1999's solution](#)

745.

250C

[Movie Critics](#) · [Tutorial](#)

Quality: 2,229 global accepts · Rating: 1600 · first AC: 2015-07-28 · GNU C++ (first AC) · Tags: greedy
[xuanquang1999's solution](#)

746.

411B

[Multi-core Processor](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 1600 · first AC: 2015-07-24 · GNU C++ (first AC) · Tags: implementation
[xuanquang1999's solution](#)

747.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2015-07-23 · FPC (first AC) · Tags: implementation, math, number theory
[xuanquang1999's solution](#)

748.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++ (first AC) · Tags: brute force, geometry, math
[xuanquang1999's solution](#)

749.

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,222 global accepts · Rating: 1600 · first AC: 2015-06-24 · FPC (first AC) · Tags: brute force, constructive algorithms, implementation
[xuanquang1999's solution](#)

750.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2015-06-24 · FPC (first AC) · Tags: dp, implementation, two pointers
[xuanquang1999's solution](#)

751.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2015-06-16 · GNU C++ (first AC) · Tags: data structures, dp, implementation, sortings
[xuanquang1999's solution](#)

752.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,081 global accepts · Rating: 1600 · first AC: 2015-06-15 · FPC (first AC) · Tags: math, number theory
[xuanquang1999's solution](#)

753.

343B

[Alternating Current](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1600 · first AC: 2015-06-15 · FPC (first AC) · Tags: data structures, greedy, implementation
[xuanquang1999's solution](#)

754.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-06-11 · GNU C++ (first AC) · Tags: math

[xuanquang1999's solution](#)

755.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2015-06-01 · FPC (first AC) · Tags: dp, implementation

[xuanquang1999's solution](#)

756.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2015-05-30 · GNU C++ (first AC) · Tags: brute force, geometry

[xuanquang1999's solution](#)

757.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,288 global accepts · Rating: 1600 · first AC: 2015-05-29 · last AC: 2015-05-29 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs

[xuanquang1999's solution](#)

758.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-05-15 · FPC (first AC) · Tags: greedy, math, number theory

[xuanquang1999's solution](#)

759.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2015-04-30 · last AC: 2015-04-30 · FPC (first AC) · Tags: dp, implementation, trees

[xuanquang1999's solution](#)

760.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2015-04-30 · last AC: 2015-04-30 · FPC (first AC) · Tags: dp

[xuanquang1999's solution](#)

761.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · FPC (first AC) · Tags: binary search, brute force, greedy, implementation, math

[xuanquang1999's solution](#)

762.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-04-13 · GNU C++ (first AC) · Tags: math

[xuanquang1999's solution](#)

763.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2015-03-28 · GNU C++ (first AC) · Tags: greedy, math, sortings

[xuanquang1999's solution](#)

764.

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-02-28 · FPC (first AC) · Tags: constructive algorithms, data structures,

implementation

[xuanquang1999's solution](#)

765.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,024 global accepts · Rating: 1600 · first AC: 2015-02-13 · FPC (first AC) · Tags: combinatorics, math

[xuanquang1999's solution](#)

766.

305C

[Ivan and Powers of Two](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2015-01-13 · FPC (first AC) · Tags: greedy, implementation

[xuanquang1999's solution](#)

767.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2015-01-03 · FPC (first AC) · Tags: constructive algorithms, greedy, implementation, math

[xuanquang1999's solution](#)

768.

500B

[New Year Permutation](#) · [Tutorial](#)

Quality: 9,600 global accepts · Rating: 1600 · first AC: 2014-12-31 · FPC (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[xuanquang1999's solution](#)

769.

493C

[Vasya and Basketball](#) · [Tutorial](#)

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2014-12-03 · FPC (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[xuanquang1999's solution](#)

770.

1765D

[Watch the Videos](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1700 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, two pointers

[xuanquang1999's solution](#)

771.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[xuanquang1999's solution](#)

772.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, hashing, number theory

[xuanquang1999's solution](#)

773.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[xuanquang1999's solution](#)

774.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[xuanquang1999's solution](#)

775.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[xuanquang1999's solution](#)

776.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[xuanquang1999's solution](#)

777.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings
[xuanquang1999's solution](#)

778.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[xuanquang1999's solution](#)

779.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math
[xuanquang1999's solution](#)

780.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[xuanquang1999's solution](#)

781.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[xuanquang1999's solution](#)

782.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,098 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[xuanquang1999's solution](#)

783.

1023D

[Array Restoration](#) · [Tutorial](#)

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[xuanquang1999's solution](#)

784.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[xuanquang1999's solution](#)

785.

578B

["Or" Game · Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-20 · last AC: 2018-07-09 · GNU C++ (first AC) · Tags: brute force, greedy
[xuanquang1999's solution](#)

786.

484A

[Bits · Tutorial](#)

Quality: 13,390 global accepts · Rating: 1700 · first AC: 2015-07-04 · last AC: 2018-07-08 · FPC (first AC) · Tags: bitmasks, constructive algorithms
[xuanquang1999's solution](#)

787.

276D

[Little Girl and Maximum XOR · Tutorial](#)

Quality: 16,367 global accepts · Rating: 1700 · first AC: 2015-05-29 · last AC: 2018-07-08 · FPC (first AC) · Tags: bitmasks, dp, greedy, implementation, math
[xuanquang1999's solution](#)

788.

1000C

[Covered Points Count · Tutorial](#)

Quality: 8,436 global accepts · Rating: 1700 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
[xuanquang1999's solution](#)

789.

498A

[Crazy Town · Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2015-01-06 · last AC: 2018-06-17 · FPC (first AC) · Tags: geometry
[xuanquang1999's solution](#)

790.

644B

[Processing Queries · Tutorial](#)

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-17 · last AC: 2018-06-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers
[xuanquang1999's solution](#)

791.

983A

[Finite or not? · Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[xuanquang1999's solution](#)

792.

980C

[Posterized · Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[xuanquang1999's solution](#)

793.

966B

[Resource Distribution · Tutorial](#)

Rating: 1700 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[xuanquang1999's solution](#)

794.

960C

[Subsequence Counting · Tutorial](#)

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[xuanquang1999's solution](#)

795.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[xuanquang1999's solution](#)

796.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,251 global accepts · Rating: 1700 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[xuanquang1999's solution](#)

797.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[xuanquang1999's solution](#)

798.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 1700 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[xuanquang1999's solution](#)

799.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 1700 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[xuanquang1999's solution](#)

800.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

[xuanquang1999's solution](#)

801.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[xuanquang1999's solution](#)

802.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[xuanquang1999's solution](#)

803.

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · GNU C++ (first AC) · Tags: implementation

[xuanquang1999's solution](#)

804.

827A

[String Reconstruction](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, strings

[xuanquang1999's solution](#)

805.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[xuanquang1999's solution](#)

806.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2017-06-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[xuanquang1999's solution](#)

807.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · GNU C++ (first AC) · Tags: binary search, math

[xuanquang1999's solution](#)

808.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[xuanquang1999's solution](#)

809.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,840 global accepts · Rating: 1700 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[xuanquang1999's solution](#)

810.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special

[xuanquang1999's solution](#)

811.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[xuanquang1999's solution](#)

812.

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[xuanquang1999's solution](#)

813.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

[xuanquang1999's solution](#)

814.

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[xuanquang1999's solution](#)

815.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[xuanquang1999's solution](#)

816.

759A

[Pavel and barbecue](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[xuanquang1999's solution](#)

817.

449A

[Jzzhu and Chocolate](#) · [Tutorial](#)

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[xuanquang1999's solution](#)

818.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[xuanquang1999's solution](#)

819.

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2016-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xuanquang1999's solution](#)

820.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2016-12-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[xuanquang1999's solution](#)

821.

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2016-12-05 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[xuanquang1999's solution](#)

822.

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 1700 · first AC: 2016-12-05 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[xuanquang1999's solution](#)

823.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2016-12-01 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, shortest paths

[xuanquang1999's solution](#)

824.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[xuanquang1999's solution](#)

825.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-16 · last AC: 2016-11-16 · GNU C++11 (first AC) · Tags: implementation

[xuanquang1999's solution](#)

826.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-17 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[xuanquang1999's solution](#)

827.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-09-28 · GNU C++ (first AC) · Tags: binary search, combinatorics, math
[xuanquang1999's solution](#)

828.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++ (first AC) · Tags: dp
[xuanquang1999's solution](#)

829.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2016-07-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math
[xuanquang1999's solution](#)

830.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,800 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees
[xuanquang1999's solution](#)

831.

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —
[xuanquang1999's solution](#)

832.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2015-06-11 · last AC: 2016-03-27 · FPC (first AC) · Tags: dp
[xuanquang1999's solution](#)

833.

635C

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: dp, math
[xuanquang1999's solution](#)

834.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: data structures
[xuanquang1999's solution](#)

835.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: data structures, sortings
[xuanquang1999's solution](#)

836.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: geometry, math
[xuanquang1999's solution](#)

837.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: combinatorics, math
[xuanquang1999's solution](#)

838.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-02-10 · GNU C++ (first AC) · Tags: data structures, implementation

[xuanquang1999's solution](#)

839.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-02-07 · GNU C++ (first AC) · Tags: implementation, math

[xuanquang1999's solution](#)

840.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,112 global accepts · Rating: 1700 · first AC: 2015-12-29 · GNU C++ (first AC) · Tags: dp, sortings

[xuanquang1999's solution](#)

841.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-12-22 · GNU C++ (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[xuanquang1999's solution](#)

842.

131E

[Yet Another Task with Queens](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2015-12-16 · GNU C++ (first AC) · Tags: sortings

[xuanquang1999's solution](#)

843.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs

[xuanquang1999's solution](#)

844.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,895 global accepts · Rating: 1700 · first AC: 2015-11-19 · GNU C++ (first AC) · Tags: dfs and similar, graphs, two pointers

[xuanquang1999's solution](#)

845.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2015-11-17 · GNU C++ (first AC) · Tags: combinatorics, greedy, sortings

[xuanquang1999's solution](#)

846.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2015-11-13 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[xuanquang1999's solution](#)

847.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, number theory

[xuanquang1999's solution](#)

848.

591C

[Median Smoothing](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[xuanquang1999's solution](#)

849.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[xuanquang1999's solution](#)

850.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings

[xuanquang1999's solution](#)

851.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-17 · GNU C++ (first AC) · Tags: geometry, math

[xuanquang1999's solution](#)

852.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-06 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[xuanquang1999's solution](#)

853.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-06 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[xuanquang1999's solution](#)

854.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2015-08-06 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[xuanquang1999's solution](#)

855.

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1700 · first AC: 2015-08-01 · GNU C++ (first AC) · Tags: combinatorics, math

[xuanquang1999's solution](#)

856.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,546 global accepts · Rating: 1700 · first AC: 2015-05-28 · last AC: 2015-07-30 · GNU C++ (first AC) · Tags: data structures, trees

[xuanquang1999's solution](#)

857.

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2015-07-24 · GNU C++ (first AC) · Tags: *special, implementation

[xuanquang1999's solution](#)

858.

559B

[Equivalent Strings](#) · [Tutorial](#)

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2015-07-22 · last AC: 2015-07-23 · GNU C++ (first AC) · Tags: divide and conquer, hashing, sortings, strings

[xuanquang1999's solution](#)

859.

84C

[Biathlon](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1700 · first AC: 2015-07-20 · GNU C++ (first AC) · Tags: binary search, implementation

[xuanquang1999's solution](#)

860.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: implementation, math

[xuanquang1999's solution](#)

861.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,886 global accepts · Rating: 1700 · first AC: 2015-06-20 · last AC: 2015-06-20 · FPC (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[xuanquang1999's solution](#)

862.

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,036 global accepts · Rating: 1700 · first AC: 2015-06-19 · FPC (first AC) · Tags: dp, greedy

[xuanquang1999's solution](#)

863.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2015-06-16 · FPC (first AC) · Tags: dfs and similar, dp, graphs

[xuanquang1999's solution](#)

864.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,657 global accepts · Rating: 1700 · first AC: 2015-05-31 · FPC (first AC) · Tags: dp, graphs, shortest paths

[xuanquang1999's solution](#)

865.

126B

[Password](#) · [Tutorial](#)

Quality: 24,763 global accepts · Rating: 1700 · first AC: 2015-05-30 · FPC (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[xuanquang1999's solution](#)

866.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,472 global accepts · Rating: 1700 · first AC: 2015-05-29 · GNU C++ (first AC) · Tags: dp

[xuanquang1999's solution](#)

867.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2015-05-29 · GNU C++ (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[xuanquang1999's solution](#)

868.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2015-05-26 · FPC (first AC) · Tags: dp

[xuanquang1999's solution](#)

869.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-05-23 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math, number theory

[xuanquang1999's solution](#)

870.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-04-30 · FPC (first AC) · Tags: greedy, implementation

[xuanquang1999's solution](#)

871.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,168 global accepts · Rating: 1700 · first AC: 2015-04-01 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities
[xuanquang1999's solution](#)

872.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2015-02-14 · FPC (first AC) · Tags: binary search, implementation, math
[xuanquang1999's solution](#)

873.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-01-25 · GNU C++ (first AC) · Tags: implementation, math, trees
[xuanquang1999's solution](#)

874.

305B

[Continued Fractions](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2015-01-13 · FPC (first AC) · Tags: brute force, implementation, math
[xuanquang1999's solution](#)

875.

304D

[Rectangle Puzzle II](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-01-11 · FPC (first AC) · Tags: math, ternary search
[xuanquang1999's solution](#)

876.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1700 · first AC: 2014-12-04 · FPC (first AC) · Tags: constructive algorithms, games, math
[xuanquang1999's solution](#)

877.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp
[xuanquang1999's solution](#)

878.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,904 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy
[xuanquang1999's solution](#)

879.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings
[xuanquang1999's solution](#)

880.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search
[xuanquang1999's solution](#)

881.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs,

greedy, two pointers

[xuanquang1999's solution](#)

882.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[xuanquang1999's solution](#)

883.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[xuanquang1999's solution](#)

884.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[xuanquang1999's solution](#)

885.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,805 global accepts · Rating: 1800 · first AC: 2015-08-24 · last AC: 2018-08-23 · GNU C++ (first AC) · Tags: data structures, divide and conquer, sortings

[xuanquang1999's solution](#)

886.

24C

[Sequence of points](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[xuanquang1999's solution](#)

887.

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[xuanquang1999's solution](#)

888.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[xuanquang1999's solution](#)

889.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[xuanquang1999's solution](#)

890.

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[xuanquang1999's solution](#)

891.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[xuanquang1999's solution](#)

892.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp
[xuanquang1999's solution](#)

893.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp
[xuanquang1999's solution](#)

894.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp
[xuanquang1999's solution](#)

895.

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory
[xuanquang1999's solution](#)

896.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,417 global accepts · Rating: 1800 · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, number theory
[xuanquang1999's solution](#)

897.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2018-01-10 · Python 3 (first AC) · Tags: math, number theory
[xuanquang1999's solution](#)

898.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[xuanquang1999's solution](#)

899.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[xuanquang1999's solution](#)

900.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[xuanquang1999's solution](#)

901.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[xuanquang1999's solution](#)

902.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[xuanquang1999's solution](#)

903.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,656 global accepts · Rating: 1800 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[xuanquang1999's solution](#)

904.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,227 global accepts · Rating: 1800 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[xuanquang1999's solution](#)

905.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[xuanquang1999's solution](#)

906.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-06-05 · GNU C++ (first AC) · Tags: brute force, math

[xuanquang1999's solution](#)

907.

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: data structures, greedy

[xuanquang1999's solution](#)

908.

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: greedy

[xuanquang1999's solution](#)

909.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · GNU C++ (first AC) · Tags: binary search, data structures, implementation

[xuanquang1999's solution](#)

910.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[xuanquang1999's solution](#)

911.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[xuanquang1999's solution](#)

912.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[xuanquang1999's solution](#)

913.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[xuanquang1999's solution](#)

914.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, strings

[xuanquang1999's solution](#)

915.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[xuanquang1999's solution](#)

916.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[xuanquang1999's solution](#)

917.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[xuanquang1999's solution](#)

918.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[xuanquang1999's solution](#)

919.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2016-12-10 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[xuanquang1999's solution](#)

920.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2016-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms

[xuanquang1999's solution](#)

921.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[xuanquang1999's solution](#)

922.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2016-12-05 · GNU C++11 (first AC) · Tags: math, probabilities

[xuanquang1999's solution](#)

923.

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 1800 · first AC: 2016-11-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[xuanquang1999's solution](#)

924.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[xuanquang1999's solution](#)

925.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2016-10-18 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[xuanquang1999's solution](#)

926.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[xuanquang1999's solution](#)

927.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2016-09-30 · GNU C++ (first AC) · Tags: dp, graphs

[xuanquang1999's solution](#)

928.

706D

[Vasily's Multiset](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2016-08-11 · GNU C++ (first AC) · Tags: binary search, bitmasks, data structures, trees

[xuanquang1999's solution](#)

929.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[xuanquang1999's solution](#)

930.

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: combinatorics

[xuanquang1999's solution](#)

931.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[xuanquang1999's solution](#)

932.

667C

[Reberland Linguistics](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: dp, strings

[xuanquang1999's solution](#)

933.

668B

[Little Artem and Dance](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-04-28 · GNU C++11 (first AC) · Tags: implementation

[xuanquang1999's solution](#)

934.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[xuanquang1999's solution](#)

935.

664B

[Rebus](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: greedy

[xuanquang1999's solution](#)

936.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers

[xuanquang1999's solution](#)

937.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: data structures, sortings

[xuanquang1999's solution](#)

938.

655D

[Robot Rapping Results Report](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[xuanquang1999's solution](#)

939.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: data structures, dp, two pointers

[xuanquang1999's solution](#)

940.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: geometry, math

[xuanquang1999's solution](#)

941.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp, probabilities

[xuanquang1999's solution](#)

942.

624C

[Graph and String](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[xuanquang1999's solution](#)

943.

482B

[Interesting Array](#) · [Tutorial](#)

Quality: 7,728 global accepts · Rating: 1800 · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, trees

[xuanquang1999's solution](#)

944.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: greedy

[xuanquang1999's solution](#)

945.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,118 global accepts · Rating: 1800 · first AC: 2015-12-22 · last AC: 2015-12-29 · GNU C++ (first AC) · Tags: brute force, math, number theory

[xuanquang1999's solution](#)

946.

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2015-12-28 · GNU C++ (first AC) · Tags: constructive algorithms

[xuanquang1999's solution](#)

947.

604D

[Modular Arithmetic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-12-01 · GNU C++ (first AC) · Tags: combinatorics, dsu, math, number theory

[xuanquang1999's solution](#)

948.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2015-11-28 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings

[xuanquang1999's solution](#)

949.

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2015-10-13 · GNU C++ (first AC) · Tags: brute force, implementation

[xuanquang1999's solution](#)

950.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-06 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[xuanquang1999's solution](#)

951.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2015-08-03 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

[xuanquang1999's solution](#)

952.

252B

[Unsorting Array](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 1800 · first AC: 2015-08-02 · GNU C++ (first AC) · Tags: brute force, sortings

[xuanquang1999's solution](#)

953.

483B

[Friends and Presents](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 1800 · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: binary search, math

[xuanquang1999's solution](#)

954.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2015-07-21 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[xuanquang1999's solution](#)

955.

84D

[Doctor](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-07-20 · GNU C++ (first AC) · Tags: binary search, implementation

[xuanquang1999's solution](#)

956.

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2015-06-29 · FPC (first AC) · Tags: geometry
[xuanquang1999's solution](#)

957.

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1800 · first AC: 2015-06-17 · GNU C++ (first AC) · Tags: greedy
[xuanquang1999's solution](#)

958.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,109 global accepts · Rating: 1800 · first AC: 2015-06-16 · FPC (first AC) · Tags: greedy, math, probabilities
[xuanquang1999's solution](#)

959.

551B

[ZqkistringZ](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1800 · first AC: 2015-06-13 · FPC (first AC) · Tags: brute force, constructive algorithms, implementation, strings
[xuanquang1999's solution](#)

960.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1800 · first AC: 2015-06-01 · GNU C++ (first AC) · Tags: data structures, strings
[xuanquang1999's solution](#)

961.

448D

[Multiplication Table](#) · [Tutorial](#)

Quality: 16,665 global accepts · Rating: 1800 · first AC: 2015-05-28 · FPC (first AC) · Tags: binary search, brute force
[xuanquang1999's solution](#)

962.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · FPC (first AC) · Tags: brute force, constructive algorithms, implementation
[xuanquang1999's solution](#)

963.

336C

[Vasily the Bear and Sequence](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2015-03-31 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, number theory
[xuanquang1999's solution](#)

964.

488C

[Fight the Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-02-19 · FPC (first AC) · Tags: brute force, implementation
[xuanquang1999's solution](#)

965.

302C

[Yaroslav and Sequence](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-01-11 · FPC (first AC) · Tags: constructive algorithms
[xuanquang1999's solution](#)

966.

300C

[Beautiful Numbers](#) · [Tutorial](#)

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2015-01-11 · FPC (first AC) · Tags: brute force, combinatorics

[xuanquang1999's solution](#)

967.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

968.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2016-01-27 · last AC: 2023-09-17 · GNU C++ (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[xuanquang1999's solution](#)

969.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,873 global accepts · Rating: 1900 · first AC: 2015-03-30 · last AC: 2023-01-02 · GNU C++ (first AC) · Tags: graphs, shortest paths

[xuanquang1999's solution](#)

970.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[xuanquang1999's solution](#)

971.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[xuanquang1999's solution](#)

972.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[xuanquang1999's solution](#)

973.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,245 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[xuanquang1999's solution](#)

974.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[xuanquang1999's solution](#)

975.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[xuanquang1999's solution](#)

976.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, math

[xuanquang1999's solution](#)

977.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[xuanquang1999's solution](#)

978.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[xuanquang1999's solution](#)

979.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math

[xuanquang1999's solution](#)

980.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[xuanquang1999's solution](#)

981.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[xuanquang1999's solution](#)

982.

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2018-09-21 · last AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, geometry, sortings

[xuanquang1999's solution](#)

983.

1041E

[Tree Reconstruction](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[xuanquang1999's solution](#)

984.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures

[xuanquang1999's solution](#)

985.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,873 global accepts · Rating: 1900 · first AC: 2015-06-19 · last AC: 2018-07-18 · FPC (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[xuanquang1999's solution](#)

986.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2018-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[xuanquang1999's solution](#)

987.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-05-31 · last AC: 2018-07-02 · FPC (first AC) · Tags: hashing, string suffix structures, strings
[xuanquang1999's solution](#)

988.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[xuanquang1999's solution](#)

989.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2018-06-21 · Java 8 (first AC) · Tags: data structures, greedy, implementation
[xuanquang1999's solution](#)

990.

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-08-28 · last AC: 2018-06-17 · GNU C++ (first AC) · Tags: binary search, geometry, ternary search
[xuanquang1999's solution](#)

991.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[xuanquang1999's solution](#)

992.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
[xuanquang1999's solution](#)

993.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, two pointers
[xuanquang1999's solution](#)

994.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math
[xuanquang1999's solution](#)

995.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory
[xuanquang1999's solution](#)

996.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation
[xuanquang1999's solution](#)

997.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[xuanquang1999's solution](#)

998.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, math
[xuanquang1999's solution](#)

999.

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers
[xuanquang1999's solution](#)

1000.

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2017-08-12 · Python 3 (first AC) · Tags: brute force, greedy, implementation
[xuanquang1999's solution](#)

1001.

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2017-05-27 · GNU C++ (first AC) · Tags: dp, implementation
[xuanquang1999's solution](#)

1002.

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2017-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy
[xuanquang1999's solution](#)

1003.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2017-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, trees
[xuanquang1999's solution](#)

1004.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2017-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities
[xuanquang1999's solution](#)

1005.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[xuanquang1999's solution](#)

1006.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,222 global accepts · Rating: 1900 · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[xuanquang1999's solution](#)

1007.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[xuanquang1999's solution](#)

1008.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[xuanquang1999's solution](#)

1009.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, trees
[xuanquang1999's solution](#)

1010.

781B

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings
[xuanquang1999's solution](#)

1011.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings
[xuanquang1999's solution](#)

1012.

750D

[New Year and Fireworks](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation
[xuanquang1999's solution](#)

1013.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[xuanquang1999's solution](#)

1014.

746E

[Numbers Exchange](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 1900 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[xuanquang1999's solution](#)

1015.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, interactive
[xuanquang1999's solution](#)

1016.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2016-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory
[xuanquang1999's solution](#)

1017.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2016-12-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[xuanquang1999's solution](#)

1018.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 1900 · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[xuanquang1999's solution](#)**1019.**

111B

[Petya and Divisors](#) · [Tutorial](#)

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2016-12-04 · GNU C++11 (first AC) · Tags: binary search, data structures, number theory

[xuanquang1999's solution](#)**1020.**

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[xuanquang1999's solution](#)**1021.**

724D

[Dense Subsequence](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: data structures, greedy, strings

[xuanquang1999's solution](#)**1022.**

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[xuanquang1999's solution](#)**1023.**

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++ (first AC) · Tags: dfs and similar

[xuanquang1999's solution](#)**1024.**

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++ (first AC) · Tags: games, matrices, probabilities

[xuanquang1999's solution](#)**1025.**

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-08-29 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[xuanquang1999's solution](#)**1026.**

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, math

[xuanquang1999's solution](#)**1027.**

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,343 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp

[xuanquang1999's solution](#)**1028.**

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-27 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees
[xuanquang1999's solution](#)

1029.

682D

[Alyona and Strings](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dp, strings
[xuanquang1999's solution](#)

1030.

660D

[Number of Parallelograms](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 1900 · first AC: 2016-04-10 · GNU C++11 (first AC) · Tags: geometry
[xuanquang1999's solution](#)

1031.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2016-02-10 · GNU C++ (first AC) · Tags: constructive algorithms
[xuanquang1999's solution](#)

1032.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 1900 · first AC: 2015-12-31 · GNU C++ (first AC) · Tags: greedy, hashing, implementation
[xuanquang1999's solution](#)

1033.

476D

[Dreamoon and Sets](#) · [Tutorial](#)

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2015-12-29 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math
[xuanquang1999's solution](#)

1034.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2015-12-24 · GNU C++ (first AC) · Tags: dp
[xuanquang1999's solution](#)

1035.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2015-11-30 · GNU C++ (first AC) · Tags: data structures, dp
[xuanquang1999's solution](#)

1036.

599D

[Spongebob and Squares](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: brute force, math
[xuanquang1999's solution](#)

1037.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2015-07-31 · last AC: 2015-07-31 · GNU C++ (first AC) · Tags: data structures, dsu
[xuanquang1999's solution](#)

1038.

250D

[Building Bridge](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 1900 · first AC: 2015-07-28 · GNU C++ (first AC) · Tags: geometry, ternary search, two pointers
[xuanquang1999's solution](#)

1039.

110E

[Lucky Tree](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-07-05 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, trees

[xuanquang1999's solution](#)

1040.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-07-04 · GNU C++ (first AC) · Tags: binary search, data structures, dp, dsu

[xuanquang1999's solution](#)

1041.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-07-02 · GNU C++ (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[xuanquang1999's solution](#)

1042.

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2015-06-29 · GNU C++ (first AC) · Tags: two pointers

[xuanquang1999's solution](#)

1043.

553B

[Kyoya and Permutation](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · FPC (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[xuanquang1999's solution](#)

1044.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2015-06-20 · GNU C++ (first AC) · Tags: dp, sortings

[xuanquang1999's solution](#)

1045.

552D

[Vanya and Triangles](#) · [Tutorial](#)

Quality: 4,850 global accepts · Rating: 1900 · first AC: 2015-06-18 · FPC (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[xuanquang1999's solution](#)

1046.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[xuanquang1999's solution](#)

1047.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · FPC (first AC) · Tags: greedy, implementation

[xuanquang1999's solution](#)

1048.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-05 · FPC (first AC) · Tags: constructive algorithms, graphs, implementation

[xuanquang1999's solution](#)

1049.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2015-05-14 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[xuanquang1999's solution](#)

1050.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,495 global accepts · Rating: 1900 · first AC: 2015-05-01 · GNU C++ (first AC) · Tags: dp, probabilities

[xuanquang1999's solution](#)

1051.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2015-05-01 · GNU C++ (first AC) · Tags: divide and conquer, dp, greedy

[xuanquang1999's solution](#)

1052.

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2015-04-22 · GNU C++ (first AC) · Tags: binary search, greedy, math

[xuanquang1999's solution](#)

1053.

336B

[Vasily the Bear and Fly](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 1900 · first AC: 2015-03-31 · GNU C++ (first AC) · Tags: math

[xuanquang1999's solution](#)

1054.

488B

[Candy Boxes](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 1900 · first AC: 2015-02-19 · FPC (first AC) · Tags: brute force, constructive algorithms, math

[xuanquang1999's solution](#)

1055.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,836 global accepts · Rating: 1900 · first AC: 2015-02-14 · last AC: 2015-02-14 · FPC (first AC) · Tags: dp, flows, greedy

[xuanquang1999's solution](#)

1056.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2015-02-13 · FPC (first AC) · Tags: data structures, implementation

[xuanquang1999's solution](#)

1057.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2015-01-25 · FPC (first AC) · Tags: dfs and similar, dp, two pointers

[xuanquang1999's solution](#)

1058.

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2015-01-04 · FPC (first AC) · Tags: binary search

[xuanquang1999's solution](#)

1059.

490D

[Chocolate](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 1900 · first AC: 2014-11-23 · FPC (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-middle, number theory

[xuanquang1999's solution](#)

1060.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2018-04-14 · last AC: 2024-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xuanquang1999's solution](#)

1061.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[xuanquang1999's solution](#)

1062.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[xuanquang1999's solution](#)

1063.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[xuanquang1999's solution](#)

1064.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[xuanquang1999's solution](#)

1065.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[xuanquang1999's solution](#)

1066.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[xuanquang1999's solution](#)

1067.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[xuanquang1999's solution](#)

1068.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2019-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xuanquang1999's solution](#)

1069.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[xuanquang1999's solution](#)

1070.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2019-08-27 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[xuanquang1999's solution](#)

1071.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2017-05-27 · last AC: 2019-05-29 · GNU C++ (first AC) · Tags: flows, graphs
[xuanquang1999's solution](#)

1072.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[xuanquang1999's solution](#)

1073.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[xuanquang1999's solution](#)

1074.

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[xuanquang1999's solution](#)

1075.

33D

[Knights](#) · [Tutorial](#)

Quality: 1,561 global accepts · Rating: 2000 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs, shortest paths, sortings
[xuanquang1999's solution](#)

1076.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2016-09-02 · last AC: 2018-08-25 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp
[xuanquang1999's solution](#)

1077.

13B

[Letter A](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2000 · first AC: 2018-08-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
[xuanquang1999's solution](#)

1078.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[xuanquang1999's solution](#)

1079.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2015-04-30 · last AC: 2018-06-22 · GNU C++ (first AC) · Tags: dfs and similar
[xuanquang1999's solution](#)

1080.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2018-06-21 · Java 8 (first AC) · Tags: dp
[xuanquang1999's solution](#)

1081.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 2000 · first AC: 2018-06-21 · Java 8 (first AC) · Tags: dfs and similar, graphs, greedy
[xuanquang1999's solution](#)

1082.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[xuanquang1999's solution](#)

1083.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2017-02-08 · last AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs
[xuanquang1999's solution](#)

1084.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[xuanquang1999's solution](#)

1085.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[xuanquang1999's solution](#)

1086.

952E

[Cheese Board](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2000 · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special
[xuanquang1999's solution](#)

1087.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[xuanquang1999's solution](#)

1088.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths
[xuanquang1999's solution](#)

1089.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · Python 3 (first AC) · Tags: math
[xuanquang1999's solution](#)

1090.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory
[xuanquang1999's solution](#)

1091.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[xuanquang1999's solution](#)

1092.

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, number theory

[xuanquang1999's solution](#)

1093.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2018-01-10 · last AC: 2018-01-10 · GNU C++17 Diagnostics (first AC) · Tags: brute force, dp, number theory

[xuanquang1999's solution](#)

1094.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2000 · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[xuanquang1999's solution](#)

1095.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[xuanquang1999's solution](#)

1096.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[xuanquang1999's solution](#)

1097.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[xuanquang1999's solution](#)

1098.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[xuanquang1999's solution](#)

1099.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[xuanquang1999's solution](#)

1100.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,496 global accepts · Rating: 2000 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[xuanquang1999's solution](#)

1101.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[xuanquang1999's solution](#)

1102.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2017-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[xuanquang1999's solution](#)

1103.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[xuanquang1999's solution](#)

1104.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[xuanquang1999's solution](#)

1105.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,761 global accepts · Rating: 2000 · first AC: 2017-08-29 · Ruby (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[xuanquang1999's solution](#)

1106.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,580 global accepts · Rating: 2000 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[xuanquang1999's solution](#)

1107.

720A

[Closing ceremony](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2000 · first AC: 2017-07-07 · GNU C++11 (first AC) · Tags: greedy

[xuanquang1999's solution](#)

1108.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[xuanquang1999's solution](#)

1109.

251C

[Number Transformation](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2017-05-29 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[xuanquang1999's solution](#)

1110.

806B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-05-07 · GNU C++ (first AC) · Tags: brute force, greedy

[xuanquang1999's solution](#)

1111.

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2017-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, strings

[xuanquang1999's solution](#)

1112.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math

[xuanquang1999's solution](#)

1113.

258C

[Little Elephant and LCM](#) · [Tutorial](#)

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math

[xuanquang1999's solution](#)

1114.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[xuanquang1999's solution](#)

1115.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[xuanquang1999's solution](#)

1116.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[xuanquang1999's solution](#)

1117.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2017-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp
[xuanquang1999's solution](#)

1118.

795L

[Bars](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-04-05 · Java 8 (first AC) · Tags: *special, binary search, greedy
[xuanquang1999's solution](#)

1119.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, implementation
[xuanquang1999's solution](#)

1120.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,906 global accepts · Rating: 2000 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees
[xuanquang1999's solution](#)

1121.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 2000 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory
[xuanquang1999's solution](#)

1122.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[xuanquang1999's solution](#)

1123.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,215 global accepts · Rating: 2000 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[xuanquang1999's solution](#)

1124.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2017-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math
[xuanquang1999's solution](#)

1125.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[xuanquang1999's solution](#)

1126.

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, greedy, implementation
[xuanquang1999's solution](#)

1127.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[xuanquang1999's solution](#)

1128.

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 2000 · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers
[xuanquang1999's solution](#)

1129.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[xuanquang1999's solution](#)

1130.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,259 global accepts · Rating: 2000 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dp, strings
[xuanquang1999's solution](#)

1131.

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2016-12-05 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths
[xuanquang1999's solution](#)

1132.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2016-12-04 · GNU C++11 (first AC) · Tags: dp, strings
[xuanquang1999's solution](#)

1133.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2016-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dp
[xuanquang1999's solution](#)

1134.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-31 · last AC: 2016-11-30 · GNU C++ (first AC) · Tags: dp, hashing, strings
[xuanquang1999's solution](#)

1135.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2016-11-24 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[xuanquang1999's solution](#)**1136.**

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2016-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[xuanquang1999's solution](#)**1137.**

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2016-09-30 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy, math

[xuanquang1999's solution](#)**1138.**

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[xuanquang1999's solution](#)**1139.**

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: graphs, implementation, shortest paths

[xuanquang1999's solution](#)**1140.**

667D

[World Tour](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: brute force, graphs, shortest paths

[xuanquang1999's solution](#)**1141.**

664C

[International Olympiad](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: greedy

[xuanquang1999's solution](#)**1142.**

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: data structures, dp

[xuanquang1999's solution](#)**1143.**

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math

[xuanquang1999's solution](#)**1144.**

6300

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: geometry

[xuanquang1999's solution](#)

1145.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2015-12-31 · GNU C++ (first AC) · Tags: binary search, data structures, two pointers
[xuanquang1999's solution](#)

1146.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,988 global accepts · Rating: 2000 · first AC: 2015-12-29 · GNU C++ (first AC) · Tags: dp, string suffix structures, strings, two pointers
[xuanquang1999's solution](#)

1147.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,854 global accepts · Rating: 2000 · first AC: 2015-12-16 · GNU C++ (first AC) · Tags: bitmasks, data structures
[xuanquang1999's solution](#)

1148.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2015-12-15 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees
[xuanquang1999's solution](#)

1149.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2015-12-15 · GNU C++ (first AC) · Tags: data structures, schedules
[xuanquang1999's solution](#)

1150.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2015-11-19 · GNU C++ (first AC) · Tags: greedy, implementation, math, ternary search
[xuanquang1999's solution](#)

1151.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2015-11-13 · GNU C++ (first AC) · Tags: brute force, dp
[xuanquang1999's solution](#)

1152.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[xuanquang1999's solution](#)

1153.

446B

[DZY Loves Modification](#) · [Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2015-08-02 · GNU C++ (first AC) · Tags: brute force, data structures, greedy
[xuanquang1999's solution](#)

1154.

253D

[Table with Letters - 2](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2000 · first AC: 2015-07-29 · GNU C++ (first AC) · Tags: brute force, two pointers
[xuanquang1999's solution](#)

1155.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2015-07-12 · FPC (first AC) · Tags: dp, greedy, implementation
[xuanquang1999's solution](#)

1156.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-06-30 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[xuanquang1999's solution](#)

1157.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 2000 · first AC: 2015-06-27 · last AC: 2015-06-29 · GNU C++ (first AC) · Tags: data structures, greedy, sortings
[xuanquang1999's solution](#)

1158.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2000 · first AC: 2015-06-22 · FPC (first AC) · Tags: combinatorics, dp
[xuanquang1999's solution](#)

1159.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2015-06-16 · FPC (first AC) · Tags: dp
[xuanquang1999's solution](#)

1160.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,385 global accepts · Rating: 2000 · first AC: 2015-06-12 · FPC (first AC) · Tags: brute force, geometry
[xuanquang1999's solution](#)

1161.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2015-05-31 · FPC (first AC) · Tags: math
[xuanquang1999's solution](#)

1162.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2015-05-21 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths
[xuanquang1999's solution](#)

1163.

490E

[Restoring Increasing Sequence](#) · [Tutorial](#)

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2014-11-25 · last AC: 2015-03-22 · FPC (first AC) · Tags: binary search, brute force, greedy, implementation
[xuanquang1999's solution](#)

1164.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2015-01-31 · FPC (first AC) · Tags: math, strings
[xuanquang1999's solution](#)

1165.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[xuanquang1999's solution](#)

1166.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2017-10-02 · last AC: 2023-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, greedy

[xuanquang1999's solution](#)

1167.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[xuanquang1999's solution](#)

1168.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[xuanquang1999's solution](#)

1169.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2015-08-09 · last AC: 2020-11-13 · GNU C++ (first AC) · Tags: dp, geometry

[xuanquang1999's solution](#)

1170.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[xuanquang1999's solution](#)

1171.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[xuanquang1999's solution](#)

1172.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[xuanquang1999's solution](#)

1173.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[xuanquang1999's solution](#)

1174.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[xuanquang1999's solution](#)

1175.

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, greedy

[xuanquang1999's solution](#)

1176.

1207F

[Remainder Problem](#) · [Tutorial](#)

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures,

implementation

[xuanquang1999's solution](#)

1177.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[xuanquang1999's solution](#)

1178.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[xuanquang1999's solution](#)

1179.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[xuanquang1999's solution](#)

1180.

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[xuanquang1999's solution](#)

1181.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,026 global accepts · Rating: 2100 · first AC: 2018-09-30 · last AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[xuanquang1999's solution](#)

1182.

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2018-09-20 · last AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, ternary search

[xuanquang1999's solution](#)

1183.

65C

[Harry Potter and the Golden Snitch](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2100 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[xuanquang1999's solution](#)

1184.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[xuanquang1999's solution](#)

1185.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[xuanquang1999's solution](#)

1186.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · last AC: 2018-07-19 · GNU C++ (first AC) · Tags: brute force, dp, meet-in-the-middle

[xuanquang1999's solution](#)

1187.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2018-07-03 · last AC: 2018-07-03 · Java 8 (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[xuanquang1999's solution](#)

1188.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,505 global accepts · Rating: 2100 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[xuanquang1999's solution](#)

1189.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[xuanquang1999's solution](#)

1190.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry

[xuanquang1999's solution](#)

1191.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[xuanquang1999's solution](#)

1192.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[xuanquang1999's solution](#)

1193.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[xuanquang1999's solution](#)

1194.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[xuanquang1999's solution](#)

1195.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, trees

[xuanquang1999's solution](#)

1196.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[xuanquang1999's solution](#)

1197.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[xuanquang1999's solution](#)

1198.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[xuanquang1999's solution](#)

1199.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,747 global accepts · Rating: 2100 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[xuanquang1999's solution](#)

1200.

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[xuanquang1999's solution](#)

1201.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[xuanquang1999's solution](#)

1202.

900E

[Maximum Questions](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings

[xuanquang1999's solution](#)

1203.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[xuanquang1999's solution](#)

1204.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[xuanquang1999's solution](#)

1205.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[xuanquang1999's solution](#)

1206.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[xuanquang1999's solution](#)

1207.

847F

[Berland Elections](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[xuanquang1999's solution](#)

1208.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[xuanquang1999's solution](#)

1209.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory
[xuanquang1999's solution](#)

1210.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,789 global accepts · Rating: 2100 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: data structures, strings
[xuanquang1999's solution](#)

1211.

802D1

[Marmots \(easy\)](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2100 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: math
[xuanquang1999's solution](#)

1212.

802J2

[Send the Fool Further! \(medium\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2100 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: dp, trees
[xuanquang1999's solution](#)

1213.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2017-05-27 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive
[xuanquang1999's solution](#)

1214.

145C

[Lucky Subsequence](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[xuanquang1999's solution](#)

1215.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths
[xuanquang1999's solution](#)

1216.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[xuanquang1999's solution](#)

1217.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar
[xuanquang1999's solution](#)

1218.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,188 global accepts · Rating: 2100 · first AC: 2017-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[xuanquang1999's solution](#)

1219.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2017-04-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[xuanquang1999's solution](#)

1220.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[xuanquang1999's solution](#)

1221.

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2017-04-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer

[xuanquang1999's solution](#)

1222.

795B

[Significant Cups](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, sortings, two pointers

[xuanquang1999's solution](#)

1223.

789D

[Weird journey](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[xuanquang1999's solution](#)

1224.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, number theory, trees

[xuanquang1999's solution](#)

1225.

790B

[Bear and Tree Jumps](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[xuanquang1999's solution](#)

1226.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,390 global accepts · Rating: 2100 · first AC: 2017-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[xuanquang1999's solution](#)

1227.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[xuanquang1999's solution](#)

1228.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[xuanquang1999's solution](#)

1229.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[xuanquang1999's solution](#)

1230.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,507 global accepts · Rating: 2100 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[xuanquang1999's solution](#)

1231.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[xuanquang1999's solution](#)

1232.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2017-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[xuanquang1999's solution](#)

1233.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 2100 · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xuanquang1999's solution](#)

1234.

752E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[xuanquang1999's solution](#)

1235.

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, trees

[xuanquang1999's solution](#)

1236.

689D

[Friends and Subsequences](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2016-12-10 · GNU C++11 (first AC) · Tags: binary search, data structures

[xuanquang1999's solution](#)

1237.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2016-11-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[xuanquang1999's solution](#)

1238.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 2100 · first AC: 2016-11-19 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[xuanquang1999's solution](#)

1239.

734E

[Anton and Tree](#) · Tutorial

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2016-11-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[xuanquang1999's solution](#)

1240.

577E

[Points on Plane](#) · Tutorial

Rating: 2100 · first AC: 2016-11-04 · last AC: 2016-11-04 · GNU C++11 (first AC) · Tags: constructive algorithms

[xuanquang1999's solution](#)

1241.

732E

[Sockets](#) · Tutorial

Quality: 1,667 global accepts · Rating: 2100 · first AC: 2016-10-18 · GNU C++ (first AC) · Tags: greedy, sortings

[xuanquang1999's solution](#)

1242.

703C

[Chris and Road](#) · Tutorial

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: geometry, implementation

[xuanquang1999's solution](#)

1243.

498C

[Array and Operations](#) · Tutorial

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2015-01-04 · last AC: 2016-07-31 · FPC (first AC) · Tags: flows, graph matchings, number theory

[xuanquang1999's solution](#)

1244.

690D3

[The Wall \(hard\)](#) · Tutorial

Quality: 630 global accepts · Rating: 2100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dp

[xuanquang1999's solution](#)

1245.

632D

[Longest Subsequence](#) · Tutorial

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[xuanquang1999's solution](#)

1246.

609E

[Minimum spanning tree for each edge](#) · Tutorial

Quality: 10,268 global accepts · Rating: 2100 · first AC: 2015-12-19 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[xuanquang1999's solution](#)

1247.

455C

[Civilization](#) · Tutorial

Quality: 6,465 global accepts · Rating: 2100 · first AC: 2015-12-15 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[xuanquang1999's solution](#)

1248.

601B

[Lipshitz Sequence](#) · Tutorial

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2015-11-29 · GNU C++ (first AC) · Tags: data structures, math

[xuanquang1999's solution](#)

1249.

546E

[Soldier and Traveling](#) · Tutorial

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: flows, graphs, math

[xuanquang1999's solution](#)

1250.

301B

[Yaroslav and Time](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2100 · first AC: 2015-11-01 · last AC: 2015-11-01 · GNU C++ (first AC) · Tags: binary search, graphs, shortest paths

[xuanquang1999's solution](#)

1251.

591D

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: geometry

[xuanquang1999's solution](#)

1252.

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2015-09-07 · GNU C++ (first AC) · Tags: dp, greedy

[xuanquang1999's solution](#)

1253.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2015-08-04 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[xuanquang1999's solution](#)

1254.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2015-07-27 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[xuanquang1999's solution](#)

1255.

552E

[Vanya and Brackets](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-06-19 · FPC (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[xuanquang1999's solution](#)

1256.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[xuanquang1999's solution](#)

1257.

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2015-06-11 · FPC (first AC) · Tags: brute force, geometry

[xuanquang1999's solution](#)

1258.

549H

[Degenerate Matrix](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · FPC (first AC) · Tags: binary search, math

[xuanquang1999's solution](#)

1259.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2015-06-03 · FPC (first AC) · Tags: binary search, math, sortings, two pointers

[xuanquang1999's solution](#)

1260.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-05-09 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, shortest paths
[xuanquang1999's solution](#)

1261.

302D

[Yaroslav and Time](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-01-11 · last AC: 2015-03-23 · FPC (first AC) · Tags: binary search, dfs and similar, dp, shortest paths
[xuanquang1999's solution](#)

1262.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,242 global accepts · Rating: 2100 · first AC: 2015-01-27 · FPC (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[xuanquang1999's solution](#)

1263.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[xuanquang1999's solution](#)

1264.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy, implementation
[xuanquang1999's solution](#)

1265.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, probabilities
[xuanquang1999's solution](#)

1266.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[xuanquang1999's solution](#)

1267.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2200 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[xuanquang1999's solution](#)

1268.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory
[xuanquang1999's solution](#)

1269.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[xuanquang1999's solution](#)

1270.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[xuanquang1999's solution](#)

1271.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers
[xuanquang1999's solution](#)

1272.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2018-09-22 · last AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities, trees
[xuanquang1999's solution](#)

1273.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,245 global accepts · Rating: 2200 · first AC: 2019-01-10 · last AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[xuanquang1999's solution](#)

1274.

1117E

[Decypher the String](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math
[xuanquang1999's solution](#)

1275.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2018-04-14 · last AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings
[xuanquang1999's solution](#)

1276.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: data structures, implementation
[xuanquang1999's solution](#)

1277.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search
[xuanquang1999's solution](#)

1278.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2015-08-04 · last AC: 2018-09-10 · GNU C++ (first AC) · Tags: data structures, divide and conquer, geometry
[xuanquang1999's solution](#)

1279.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2200 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings
[xuanquang1999's solution](#)

1280.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[xuanquang1999's solution](#)

1281.

47E

[Cannon](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 2200 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, sortings

[xuanquang1999's solution](#)

1282.

36C

[Bowls](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 2200 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[xuanquang1999's solution](#)

1283.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,387 global accepts · Rating: 2200 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs

[xuanquang1999's solution](#)

1284.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2018-07-05 · Java 8 (first AC) · Tags: hashing, strings

[xuanquang1999's solution](#)

1285.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[xuanquang1999's solution](#)

1286.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2018-05-15 · last AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[xuanquang1999's solution](#)

1287.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[xuanquang1999's solution](#)

1288.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2200 · first AC: 2018-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[xuanquang1999's solution](#)

1289.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[xuanquang1999's solution](#)

1290.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees

[xuanquang1999's solution](#)

1291.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[xuanquang1999's solution](#)

1292.

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[xuanquang1999's solution](#)

1293.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[xuanquang1999's solution](#)

1294.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[xuanquang1999's solution](#)

1295.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[xuanquang1999's solution](#)

1296.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, sortings

[xuanquang1999's solution](#)

1297.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[xuanquang1999's solution](#)

1298.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[xuanquang1999's solution](#)

1299.

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, strings

[xuanquang1999's solution](#)

1300.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, trees

[xuanquang1999's solution](#)

1301.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[xuanquang1999's solution](#)

1302.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[xuanquang1999's solution](#)

1303.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[xuanquang1999's solution](#)

1304.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, geometry, trees

[xuanquang1999's solution](#)

1305.

650C

[Table Compression](#) · [Tutorial](#)

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[xuanquang1999's solution](#)

1306.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[xuanquang1999's solution](#)

1307.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2017-06-05 · GNU C++ (first AC) · Tags: binary search, data structures

[xuanquang1999's solution](#)

1308.

806C

[Prairie Partition](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-05-07 · GNU C++ (first AC) · Tags: binary search, greedy

[xuanquang1999's solution](#)

1309.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[xuanquang1999's solution](#)

1310.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[xuanquang1999's solution](#)

1311.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2017-04-25 · last AC: 2017-04-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[xuanquang1999's solution](#)

1312.

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[xuanquang1999's solution](#)

1313.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[xuanquang1999's solution](#)

1314.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[xuanquang1999's solution](#)

1315.

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[xuanquang1999's solution](#)

1316.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[xuanquang1999's solution](#)

1317.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[xuanquang1999's solution](#)

1318.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[xuanquang1999's solution](#)

1319.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[xuanquang1999's solution](#)

1320.

714D

[Searching Rectangles](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: binary search, interactive

[xuanquang1999's solution](#)

1321.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, hashing, math

[xuanquang1999's solution](#)

1322.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[xuanquang1999's solution](#)

1323.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 2200 · first AC: 2016-02-20 · GNU C++ (first AC) · Tags: dp

[xuanquang1999's solution](#)

1324.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2015-12-31 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, trees

[xuanquang1999's solution](#)

1325.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: greedy, math

[xuanquang1999's solution](#)

1326.

253E

[Printer](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2200 · first AC: 2015-07-29 · GNU C++ (first AC) · Tags: binary search, data structures, implementation, sortings

[xuanquang1999's solution](#)

1327.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-07-15 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[xuanquang1999's solution](#)

1328.

506B

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-07-04 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[xuanquang1999's solution](#)

1329.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-06-13 · FPC (first AC) · Tags: binary search, greedy

[xuanquang1999's solution](#)

1330.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-29 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math

[xuanquang1999's solution](#)

1331.

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2015-01-29 · FPC (first AC) · Tags: dp, greedy

[xuanquang1999's solution](#)

1332.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1333.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[xuanquang1999's solution](#)

1334.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · last AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[xuanquang1999's solution](#)

1335.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2018-06-16 · last AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math

[xuanquang1999's solution](#)

1336.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[xuanquang1999's solution](#)

1337.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[xuanquang1999's solution](#)

1338.

62C

[Inquisition](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[xuanquang1999's solution](#)

1339.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2018-07-05 · Java 8 (first AC) · Tags: string suffix structures, strings

[xuanquang1999's solution](#)

1340.

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[xuanquang1999's solution](#)

1341.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[xuanquang1999's solution](#)

1342.

985F

[Isomorphic Strings](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[xuanquang1999's solution](#)

1343.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[xuanquang1999's solution](#)

1344.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees

[xuanquang1999's solution](#)

1345.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[xuanquang1999's solution](#)

1346.

425D

[Sereja and Squares](#) · [Tutorial](#)

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2017-09-29 · last AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing

[xuanquang1999's solution](#)

1347.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[xuanquang1999's solution](#)

1348.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[xuanquang1999's solution](#)

1349.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2017-03-08 · last AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[xuanquang1999's solution](#)

1350.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, dsu

[xuanquang1999's solution](#)

1351.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[xuanquang1999's solution](#)

1352.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[xuanquang1999's solution](#)

1353.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[xuanquang1999's solution](#)

1354.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[xuanquang1999's solution](#)

1355.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[xuanquang1999's solution](#)

1356.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[xuanquang1999's solution](#)

1357.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2300 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[xuanquang1999's solution](#)

1358.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[xuanquang1999's solution](#)

1359.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2017-08-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[xuanquang1999's solution](#)

1360.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[xuanquang1999's solution](#)

1361.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2017-06-01 · GNU C++ (first AC) · Tags: games, trees

[xuanquang1999's solution](#)

1362.

488E

[Prefix Product Sequence](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-05-29 · GNU C++ (first AC) · Tags: constructive algorithms, math

[xuanquang1999's solution](#)

1363.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2017-05-29 · GNU C++ (first AC) · Tags: graphs, hashing, sortings

[xuanquang1999's solution](#)

1364.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, sortings

[xuanquang1999's solution](#)

1365.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[xuanquang1999's solution](#)

1366.

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[xuanquang1999's solution](#)

1367.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[xuanquang1999's solution](#)

1368.

789E

[The Great Mixing](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graph matchings, graphs, math, shortest paths

[xuanquang1999's solution](#)

1369.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[xuanquang1999's solution](#)

1370.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[xuanquang1999's solution](#)

1371.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[xuanquang1999's solution](#)

1372.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[xuanquang1999's solution](#)

1373.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-12-02 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[xuanquang1999's solution](#)

1374.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2016-11-02 · last AC: 2016-11-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[xuanquang1999's solution](#)

1375.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,400 global accepts · Rating: 2300 · first AC: 2015-11-15 · last AC: 2016-09-12 · GNU C++ (first AC) · Tags: geometry, sortings
[xuanquang1999's solution](#)

1376.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: data structures, implementation
[xuanquang1999's solution](#)

1377.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: data structures, sortings, strings
[xuanquang1999's solution](#)

1378.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-29 · GNU C++ (first AC) · Tags: dp, math, probabilities
[xuanquang1999's solution](#)

1379.

595C

[Warrior and Archer](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-11-10 · GNU C++ (first AC) · Tags: games
[xuanquang1999's solution](#)

1380.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,341 global accepts · Rating: 2300 · first AC: 2015-08-05 · FPC (first AC) · Tags: dp
[xuanquang1999's solution](#)

1381.

549B

[Lookserly Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[xuanquang1999's solution](#)

1382.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1383.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[xuanquang1999's solution](#)

1384.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[xuanquang1999's solution](#)

1385.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[xuanquang1999's solution](#)

1386.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[xuanquang1999's solution](#)

1387.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[xuanquang1999's solution](#)

1388.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[xuanquang1999's solution](#)

1389.

1163E

[Magical Permutation](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2019-05-09 · last AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[xuanquang1999's solution](#)

1390.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[xuanquang1999's solution](#)

1391.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[xuanquang1999's solution](#)

1392.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[xuanquang1999's solution](#)

1393.

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2400 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, graphs

[xuanquang1999's solution](#)

1394.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, flows

[xuanquang1999's solution](#)

1395.

119E

[Alternative Reality](#) · [Tutorial](#)

Quality: 123 global accepts · Rating: 2400 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[xuanquang1999's solution](#)

1396.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[xuanquang1999's solution](#)

1397.

75E

[Ship's Shortest Path](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2400 · first AC: 2018-09-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, shortest paths

[xuanquang1999's solution](#)

1398.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[xuanquang1999's solution](#)

1399.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: fft, geometry, number theory

[xuanquang1999's solution](#)

1400.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[xuanquang1999's solution](#)

1401.

32E

[Hide-and-Seek](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2400 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[xuanquang1999's solution](#)

1402.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[xuanquang1999's solution](#)

1403.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, strings

[xuanquang1999's solution](#)

1404.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[xuanquang1999's solution](#)

1405.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[xuanquang1999's solution](#)

1406.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search
[xuanquang1999's solution](#)

1407.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2018-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[xuanquang1999's solution](#)

1408.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[xuanquang1999's solution](#)

1409.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2018-04-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation
[xuanquang1999's solution](#)

1410.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[xuanquang1999's solution](#)

1411.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2400 · first AC: 2018-01-20 · last AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[xuanquang1999's solution](#)

1412.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory
[xuanquang1999's solution](#)

1413.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees
[xuanquang1999's solution](#)

1414.

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[xuanquang1999's solution](#)

1415.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[xuanquang1999's solution](#)

1416.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths
[xuanquang1999's solution](#)

1417.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[xuanquang1999's solution](#)

1418.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs
[xuanquang1999's solution](#)

1419.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, dp, trees
[xuanquang1999's solution](#)

1420.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2017-06-01 · GNU C++ (first AC) · Tags: data structures, math, number theory
[xuanquang1999's solution](#)

1421.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: data structures, dp, greedy
[xuanquang1999's solution](#)

1422.

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[xuanquang1999's solution](#)

1423.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[xuanquang1999's solution](#)

1424.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[xuanquang1999's solution](#)

1425.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices
[xuanquang1999's solution](#)

1426.

329C

[Graph Reconstruction](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[xuanquang1999's solution](#)

1427.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2017-02-27 · last AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees
[xuanquang1999's solution](#)

1428.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2017-02-25 · last AC: 2017-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[xuanquang1999's solution](#)

1429.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xuanquang1999's solution](#)

1430.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[xuanquang1999's solution](#)

1431.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[xuanquang1999's solution](#)

1432.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-12-08 · GNU C++11 (first AC) · Tags: dp

[xuanquang1999's solution](#)

1433.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2016-05-26 · GNU C++11 (first AC) · Tags: math

[xuanquang1999's solution](#)

1434.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-02-27 · last AC: 2016-02-27 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[xuanquang1999's solution](#)

1435.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-31 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[xuanquang1999's solution](#)

1436.

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[xuanquang1999's solution](#)

1437.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · last AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[xuanquang1999's solution](#)

1438.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[xuanquang1999's solution](#)

1439.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 2500 · first AC: 2018-04-23 · last AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[xuanquang1999's solution](#)

1440.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[xuanquang1999's solution](#)

1441.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2018-08-15 · last AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft

[xuanquang1999's solution](#)

1442.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[xuanquang1999's solution](#)

1443.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[xuanquang1999's solution](#)

1444.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[xuanquang1999's solution](#)

1445.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[xuanquang1999's solution](#)

1446.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft

[xuanquang1999's solution](#)

1447.

98C

[Help Greg the Dwarf](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2500 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, ternary search

[xuanquang1999's solution](#)

1448.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2018-09-19 · last AC: 2018-09-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[xuanquang1999's solution](#)

1449.

89D

[Space mines](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2500 · first AC: 2018-09-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[xuanquang1999's solution](#)

1450.

67E

[Save the City!](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2500 · first AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[xuanquang1999's solution](#)

1451.

1037F

[Maximum Reduction](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[xuanquang1999's solution](#)

1452.

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 2500 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, two pointers

[xuanquang1999's solution](#)

1453.

46G

[Emperor's Problem](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 2500 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[xuanquang1999's solution](#)

1454.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[xuanquang1999's solution](#)

1455.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graph matchings, greedy

[xuanquang1999's solution](#)

1456.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[xuanquang1999's solution](#)

1457.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[xuanquang1999's solution](#)

1458.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2018-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, strings

[xuanquang1999's solution](#)

1459.

946G

[Almost Increasing Array](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2500 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[xuanquang1999's solution](#)

1460.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[xuanquang1999's solution](#)

1461.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, greedy

[xuanquang1999's solution](#)

1462.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[xuanquang1999's solution](#)

1463.

868F

[Yet Another Minimization Problem](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[xuanquang1999's solution](#)

1464.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[xuanquang1999's solution](#)

1465.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[xuanquang1999's solution](#)

1466.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[xuanquang1999's solution](#)

1467.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[xuanquang1999's solution](#)

1468.

55D

[Beautiful numbers](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2016-12-02 · GNU C++11 (first AC) · Tags: dp, number theory

[xuanquang1999's solution](#)

1469.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2016-11-17 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[xuanquang1999's solution](#)

1470.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2015-12-24 · GNU C++ (first AC) · Tags: hashing, strings

[xuanquang1999's solution](#)

1471.

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2015-10-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[xuanquang1999's solution](#)

1472.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[xuanquang1999's solution](#)

1473.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[xuanquang1999's solution](#)

1474.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[xuanquang1999's solution](#)

1475.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[xuanquang1999's solution](#)

1476.

140F

[New Year Snowflake](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: geometry, sortings

[xuanquang1999's solution](#)

1477.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2018-09-19 · last AC: 2018-09-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[xuanquang1999's solution](#)

1478.

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2018-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, geometry, graphs, sortings

[xuanquang1999's solution](#)

1479.

82E

[Corridor](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2600 · first AC: 2018-09-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[xuanquang1999's solution](#)

1480.

23D

[Tetragon](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 2600 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[xuanquang1999's solution](#)

1481.

30D

[King's Problem?](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2600 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy
[xuanquang1999's solution](#)

1482.

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2018-06-18 · last AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry
[xuanquang1999's solution](#)

1483.

8D

[Two Friends](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2600 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry
[xuanquang1999's solution](#)

1484.

2C

[Commentator problem](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 2600 · first AC: 2018-06-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[xuanquang1999's solution](#)

1485.

963C

[Cutting Rectangle](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2600 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[xuanquang1999's solution](#)

1486.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2018-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing
[xuanquang1999's solution](#)

1487.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2018-03-15 · last AC: 2018-03-15 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings
[xuanquang1999's solution](#)

1488.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[xuanquang1999's solution](#)

1489.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[xuanquang1999's solution](#)

1490.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[xuanquang1999's solution](#)

1491.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[xuanquang1999's solution](#)

1492.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: hashing
[xuanquang1999's solution](#)

1493.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, shortest paths
[xuanquang1999's solution](#)

1494.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[xuanquang1999's solution](#)

1495.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[xuanquang1999's solution](#)

1496.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-05 · last AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[xuanquang1999's solution](#)

1497.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2019-08-22 · last AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees
[xuanquang1999's solution](#)

1498.

107E

[Darts](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 2700 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, probabilities
[xuanquang1999's solution](#)

1499.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2018-09-10 · last AC: 2018-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry
[xuanquang1999's solution](#)

1500.

54E

[Vacuum B AE æW](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 2700 · first AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[xuanquang1999's solution](#)

1501.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs
[xuanquang1999's solution](#)

1502.

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2018-08-20 · last AC: 2018-08-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[xuanquang1999's solution](#)

1503.

938F

[Erasing Substrings](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[xuanquang1999's solution](#)

1504.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry
[xuanquang1999's solution](#)

1505.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory
[xuanquang1999's solution](#)

1506.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2017-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar
[xuanquang1999's solution](#)

1507.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, shortest paths
[xuanquang1999's solution](#)

1508.

77E

[Martian Food](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2018-09-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[xuanquang1999's solution](#)

1509.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[xuanquang1999's solution](#)

1510.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers
[xuanquang1999's solution](#)

1511.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math,

number theory, trees

[xuanquang1999's solution](#)

1512.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[xuanquang1999's solution](#)

1513.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2018-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[xuanquang1999's solution](#)

1514.

128E

[Birthday](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: 2900 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: geometry, math

[xuanquang1999's solution](#)

1515.

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[xuanquang1999's solution](#)

1516.

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2017-04-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[xuanquang1999's solution](#)

1517.

154E

[Martian Colony](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3000 · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[xuanquang1999's solution](#)

1518.

103148B

[Luna Likes Love](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1519.

103149A

[Shopping Fever](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1520.

103148A

[Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1521.

103149B

[Railway](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1522.

100820E

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1523.

101208J

[Pollution Solution](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1524.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1525.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1526.

103185B

[Beautiful Mountains](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1527.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1528.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1529.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1530.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1531.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1532.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1533.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1534.

1663C

[P Ö: Verdon Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, math

[xuanquang1999's solution](#)

1535.

1663A

[Who Tested? · Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Python 3 (first AC) · Tags: *special, expression parsing, trees

[xuanquang1999's solution](#)

1536.

103091I

[Pipes · Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1537.

103091E

[Longest Sequences · Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1538.

103091B

[Dots and Boxes · Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1539.

103091C

[Meta Frequency · Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1540.

103091H

[War · Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1541.

103091K

[Marbles · Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1542.

103091N

[Parity · Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1543.

103091J

[Valid Triangle · Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1544.

103091A

[Happy XOR, Sad XOR · Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1545.

103118F

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1546.

103118B

[Build Roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1547.

103118C

[Cat Virus](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1548.

103118M

[Matrix Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1549.

103118D

[Dyson Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1550.

103118H

[Adventurer's Guild](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1551.

103118G

[Grade Point Average](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1552.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1553.

102832L

[Coordinate Paper](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1554.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1555.

102832D

[Meaningless Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1556.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1557.

102222A

[Maximum Element In A Stack](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · last AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1558.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1559.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1560.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1561.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1562.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1563.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1564.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1565.

102433K

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1566.

102433G

[Glow, Little Pixel, Glow](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1567.

102433L

[Carry Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1568.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1569.

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1570.

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1571.

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1572.

102433C

[Coloring Contention](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1573.

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1574.

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1575.

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1576.

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1577.

102822K

[Knowledge is Power](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[xuanquang1999's solution](#)

1578.

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[xuanquang1999's solution](#)

1579.

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1580.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1581.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1582.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1583.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1584.

102012M

[Rikka with Illuminations](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1585.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1586.

102012I

[Rikka with Sorting Networks](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1587.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1588.

102759F

[Interval Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[xuanquang1999's solution](#)

1589.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1590.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[xuanquang1999's solution](#)

1591.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1592.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[xuanquang1999's solution](#)

1593.

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1594.

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1595.

102222H

[Fight Against Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1596.

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1597.

102222B

[Rolling The Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1598.

102222C

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1599.

102346J

[Jar of Water Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1600.

102346I

[Interplanetary](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1601.

102346K

[Keep Calm and Sell Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1602.

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1603.

102346F

[Forests in Danger](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1604.

102346G

[Getting Confidence](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1605.

102346L

[Less Coin Tosses](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1606.

102346A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1607.

102346M

[Maratona Brasileira de Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1608.

102346H

[Hour for a Run](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1609.

102346B

[Buffoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1610.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1611.

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1612.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1613.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1614.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1615.

102460L

[Largest Quadrilateral](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1616.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1617.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1618.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1619.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1620.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1621.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1622.

102460C

[Are They All Integers?](#) · Tutorial

Rating: — · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1623.

100460E

[Blood of Elves](#) · Tutorial

Rating: — · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1624.

100460G

[Eternal Champion](#) · Tutorial

Rating: — · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1625.

100460F

[At the Hell's Threshold](#) · Tutorial

Rating: — · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1626.

100460K

[Epilogue](#) · Tutorial

Rating: — · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1627.

100460L

[Icy Rider](#) · Tutorial

Rating: — · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1628.

100460H

[A Ballad about the Tear](#) · Tutorial

Rating: — · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1629.

100460B

[Time of Trial](#) · Tutorial

Rating: — · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1630.

100460C

[Born for the Battle](#) · Tutorial

Rating: — · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1631.

102215M

[Shlakoblock is live!](#) · Tutorial

Rating: — · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1632.

1331G

[Lingua Romana](#) · Tutorial

Quality: 594 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[xuanquang1999's solution](#)

1633.

1331H

[It's showtime](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: — · first AC: 2020-04-01 · UnknownX (first AC) · Tags: *special

[xuanquang1999's solution](#)

1634.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, geometry, implementation

[xuanquang1999's solution](#)

1635.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[xuanquang1999's solution](#)

1636.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[xuanquang1999's solution](#)

1637.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[xuanquang1999's solution](#)

1638.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: *special

[xuanquang1999's solution](#)

1639.

102512A

[Leakage](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1640.

102512F

[Opposition](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1641.

102471C

[Dirichlet \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1642.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1643.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1644.

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[xuanquang1999's solution](#)

1645.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[xuanquang1999's solution](#)

1646.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1647.

102419I

[Another Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1648.

102419J

[Jaber The policeman](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1649.

102419K

[The Dragon and the Kingdom of Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1650.

102419D

[Xor the graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1651.

102419E

[Geometry Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1652.

102419L

[Cheating detection.](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1653.

102419A

[Two Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1654.

102419C

[Two operations](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1655.

102503I

[Pakain ng Pahiyas 2](#) · Tutorial

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1656.

102503K

[Shoedoku](#) · Tutorial

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1657.

102503L

[Arnis Ball](#) · Tutorial

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1658.

102503H

[A Sheety Problem](#) · Tutorial

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1659.

102503M

[Señorita](#) · Tutorial

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1660.

102503G

[Sharing Chocolates 8: The Last Jebediah](#) · Tutorial

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1661.

102503D

[Union Found](#) · Tutorial

Rating: — · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1662.

102503C

[Partial Reduplication](#) · Tutorial

Rating: — · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1663.

102503B

[Bogart Gets Disqualified](#) · Tutorial

Rating: — · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1664.

102503A

[Vincent Adultman](#) · Tutorial

Rating: — · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1665.

102411C

[Cross-Stitch](#) · Tutorial

Rating: — · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1666.

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1667.

102412E

[Minimums on the Edges](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1668.

102412F

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1669.

102412I

[Find the Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1670.

102040H

[Tile Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1671.

102040F

[Path Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1672.

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1673.

102040B

[Counting Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1674.

102040E

[Helping the HR](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1675.

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1676.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1677.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1678.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1679.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1680.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1681.

101964J

[Rabbit vs Turtle](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1682.

101964K

[Points and Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1683.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-15 · Python 2 (first AC) · Tags: —
[xuanquang1999's solution](#)

1684.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1685.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1686.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1687.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1688.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1689.

101201J

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · last AC: 2019-10-04 · GNU C++ (first AC) · Tags: —

[xuanquang1999's solution](#)

1690.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1691.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1692.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1693.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · Python 2 (first AC) · Tags: —

[xuanquang1999's solution](#)

1694.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: —

[xuanquang1999's solution](#)

1695.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: —

[xuanquang1999's solution](#)

1696.

101666G

[Going Dutch](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1697.

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1698.

101666L

[Lemonade Trade](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1699.

101666E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1700.

101666I

[Irrational Division](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1701.

101666K

[King of the Waves](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1702.

101666M

[Manhattan Mornings](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1703.

101666A

[Amsterdam Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1704.

101666C

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1705.

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1706.

101149B

[No Time for Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-09 · last AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1707.

102268B

[Best Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1708.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-08 · last AC: 2019-08-14 · GNU C++11 (first AC) · Tags: —
[xuanquang1999's solution](#)

1709.

102201A

[A Plus Equals B](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1710.

102058L

[Repetitive Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1711.

101655M

[Mass Production](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1712.

101655J

[Janeway's Journey](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1713.

101655L

[Languages](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1714.

101655H

[Holodeck Hacking](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1715.

101655K

[Klingon Warfare](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1716.

101655I

[Interstellar Trade](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1717.

101655C

[Crusher's Code](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1718.

101655D

[Delta Quadrant](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1719.

101655E

[Enterprising Escape](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1720.

101655B

[Bones's Battery](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1721.

101655G

[Generations of Tribbles](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1722.

101655F

[Federation Favorites](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1723.

101655A

[Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1724.

101128J

[Saint John Festival](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1725.

101237E

[Another Short Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1726.

101502G

[Most Common Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1727.

101656C

[Painted Cube](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1728.

101656I

[Spellcasting](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1729.

101656D

[Partition](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1730.

101656F

[Ritual Circle](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1731.

101412E

[Sliding Block Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1732.

101412J

[Cubic Colonies](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-15 · last AC: 2018-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1733.

101806V

[Voronoi Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1734.

101806S

[Segmentation](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1735.

101806W

[Winter Olympic Games](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1736.

101806Q

[QueryreuQ](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1737.

101806Z

[Zigzag](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1738.

100540D

[Diccionario Portunol](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1739.

100540C

[Candys Candy](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1740.

100540B

[Ball Stacking](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1741.

100513A

[Nasta Rabbara](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1742.

100184K

[Method of linear transformation](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · Python 3 (first AC) · Tags: —

[xuanquang1999's solution](#)

1743.

101615F

[Distinct Distances](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1744.

101615K

[Spinning Up Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1745.

101615M

[Unsatisfying](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1746.

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1747.

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1748.

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1749.

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1750.

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1751.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · last AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1752.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · last AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1753.

100963F

[Flame of Nucleus](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1754.

100963C

[First Experience](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1755.

100963B

[Greedy, Greedy](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1756.

101608H

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1757.

101608M

[Winning Cells](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1758.

101608D

[Test Cases](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1759.

101608C

[A message for you!](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1760.

101608B

[OverCode](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1761.

101608A

[Chrome Tabs](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1762.

101608G

[WiFi Password](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1763.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1764.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1765.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1766.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1767.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1768.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1769.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1770.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1771.

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1772.

101149F

[The Weakest Sith](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1773.

101149K

[Revenge of the Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1774.

101149M

[Ex Machina](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-09 · GNU C++ (first AC) · Tags: —
[xuanquang1999's solution](#)

1775.

101149L

[Right Build](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1776.

101149J

[Panoramic Photography](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-09 · GNU C++ (first AC) · Tags: —

[xuanquang1999's solution](#)

1777.

101149G

[Of Zorcs and Axes](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1778.

101149E

[The Best among Equals](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1779.

101149I

[It's the Police](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1780.

101149C

[Mathematical Field of Experiments](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1781.

101149H

[Streets of Working Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1782.

101149A

[Balls in Urn](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1783.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-19 · GNU C++11 (first AC) · Tags: —

[xuanquang1999's solution](#)

1784.

101201K

[Tournament Wins](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1785.

101201F

[Illumination](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1786.

101201G

[Maximum Islands](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · GNU C++ (first AC) · Tags: —

[xuanquang1999's solution](#)

1787.

101201B

[Buggy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · GNU C++ (first AC) · Tags: —

[xuanquang1999's solution](#)

1788.

101201I

[Postman](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1789.

101201H

[Paint](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1790.

101201C

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1791.

101201A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1792.

100499E

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1793.

100519H

[Holes](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1794.

100519B

[Bring Your Own Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1795.

100519G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1796.

100519C

[CIA Datacenter](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1797.

100519F

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[xuanquang1999's solution](#)

1798.

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1799.

100519A

[Advanced 2048](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-04 · GNU C++ (first AC) · Tags: —
[xuanquang1999's solution](#)

1800.

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[xuanquang1999's solution](#)

1801.

100812B

[Set of Tasks](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: —
[xuanquang1999's solution](#)

1802.

100812I

[Dragon Delivers](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: —
[xuanquang1999's solution](#)

1803.

100812E

[World of Knights](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: —
[xuanquang1999's solution](#)

1804.

100812J

[Feeling of Comradeship](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: —
[xuanquang1999's solution](#)

1805.

100812F

[Graveyard of Bandits](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: —
[xuanquang1999's solution](#)

1806.

100812D

[Dream of Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: —
[xuanquang1999's solution](#)

1807.

100703A

[Tea-drinking](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-21 · FPC (first AC) · Tags: —
[xuanquang1999's solution](#)

1808.

100703I

[Endeavor for perfection](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-21 · GNU C++ (first AC) · Tags: —

[xuanquang1999's solution](#)

1809.

100703G

[Game of numbers](#) · Tutorial

Rating: — · first AC: 2015-06-21 · FPC (first AC) · Tags: —
[xuanquang1999's solution](#)

1810.

100703B

[Energy Saving](#) · Tutorial

Rating: — · first AC: 2015-06-21 · FPC (first AC) · Tags: —
[xuanquang1999's solution](#)

1811.

100703M

[It's complicated](#) · Tutorial

Rating: — · first AC: 2015-06-21 · FPC (first AC) · Tags: —
[xuanquang1999's solution](#)

1812.

100703L

[Many questions](#) · Tutorial

Rating: — · first AC: 2015-06-21 · FPC (first AC) · Tags: —
[xuanquang1999's solution](#)

1813.

100694E

[SuperHyperMarket](#) · Tutorial

Rating: — · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: —
[xuanquang1999's solution](#)

1814.

100694J

[Ticket Booking](#) · Tutorial

Rating: — · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: —
[xuanquang1999's solution](#)

1815.

100694I

[Goat in the Field](#) · Tutorial

Rating: — · first AC: 2015-06-07 · FPC (first AC) · Tags: —
[xuanquang1999's solution](#)

1816.

100694H

[Noisy Lecture](#) · Tutorial

Rating: — · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: —
[xuanquang1999's solution](#)

1817.

100694G

[The Lost Graph](#) · Tutorial

Rating: — · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: —
[xuanquang1999's solution](#)

1818.

100694B

[Far Manager](#) · Tutorial

Rating: — · first AC: 2015-06-07 · FPC (first AC) · Tags: —
[xuanquang1999's solution](#)

1819.

100541A

[Stock Market](#) · Tutorial

Rating: — · first AC: 2015-03-16 · FPC (first AC) · Tags: —

[xuanquang1999's solution](#)

1820.

100571A

[Cursed Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · FPC (first AC) · Tags: —

[xuanquang1999's solution](#)

1821.

100540K

[Kings Poker](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-27 · FPC (first AC) · Tags: —

[xuanquang1999's solution](#)

1822.

100540I

[In Braille](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-27 · FPC (first AC) · Tags: —

[xuanquang1999's solution](#)

1823.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · FPC (first AC) · Tags: —

[xuanquang1999's solution](#)

1824.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · FPC (first AC) · Tags: —

[xuanquang1999's solution](#)